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Chapter 1 Introduction

1.1 Before You Begin

AdvaCommand Status List software is an interactive utility program which you can use to get a summary of the status of different process objects in Process Stations. You can specify the conditions to be satisfied by objects included in the list through a configuration display.

The information provided in this manual is intended for you if you possess a general knowledge of the ABB Master Automation System and some experience working with process control software. For additional system-related information, refer to the instruction manuals listed in Section 1.4, Related Documentation.

1.2 Equipment Requirements

No extra equipment is required.

1.3 How To Use This Book

This manual is organized into chapters and sections as illustrated in Figure 1-1.

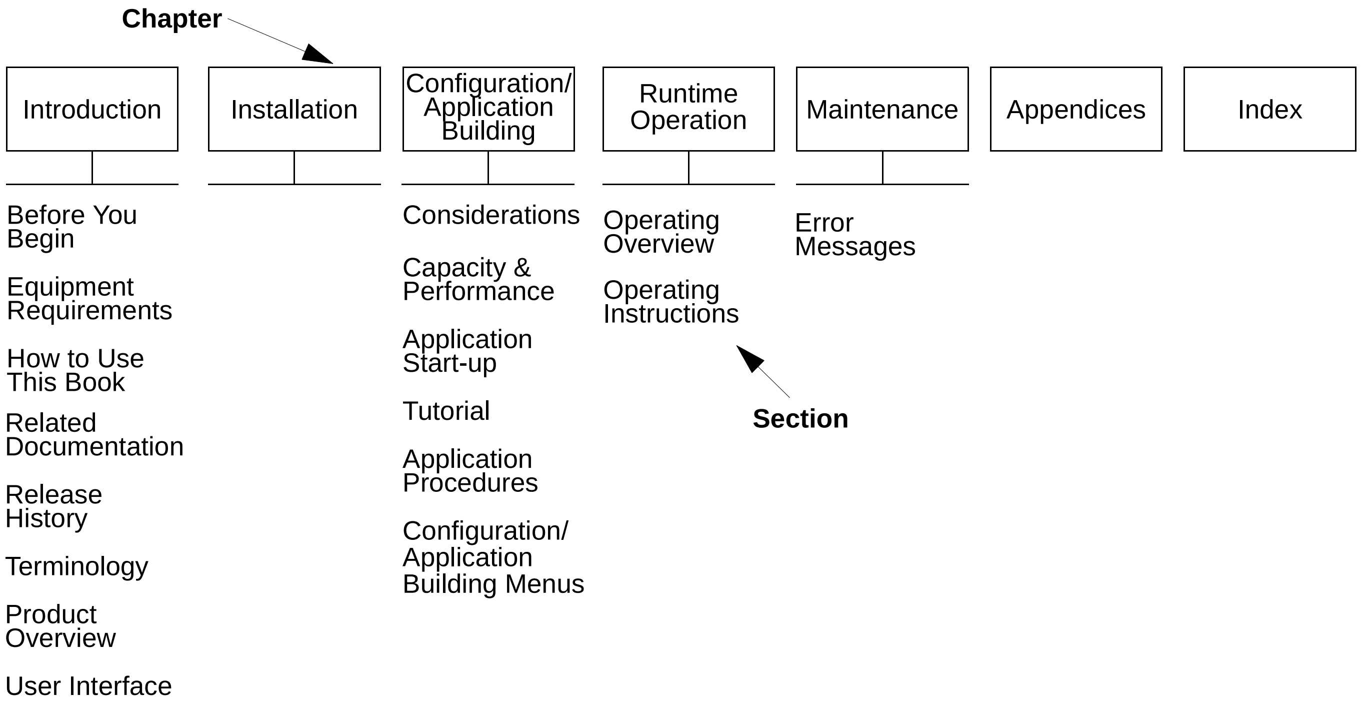


Figure 1-1. Organization of manual

Introduction

This chapter provides you with a general description of AdvaCommand Status List software, its uses and its interaction with the operator station.

Installation

AdvaCommand Status List software is optional and can be either factory-installed or installed later.

Configuration/Application Building

Configuration and Application Building examines AdvaCommand Status List software's features and functions and describes the procedures to use for configuration.

Runtime Operation

The Operation section describes AdvaCommand Status List software's functions in runtime.

Maintenance

The Maintenance section describes the AdvaCommand Status List software's error messages and how to correct them.

1.4 Related Documentation

Table 1-1 lists all documentation related to the AdvaCommand Status List software:

Table 1-1. Related Documentation

Category	Title	Description
Software	AdvaCommand Basic Functions User's Guide	This book give a detailed description of all basic functions in AdvaCommand , including User Interface, Event and Alarm, and System Status. *(Used for AdvaCommand)*
	AdvaCommand for Windows NT Basic Functions User's Guide	This book give a detailed description of all basic functions in AdvaCommand for Windows NT, including User Interface, Event and Alarm, and System Status. *(Used for AdvaCommand for Windows NT)*
	AdvaCommand User Interface Reference Manual	This book give a detailed description of all basic display elements and dialogs in AdvaCommand.

Table 1-1. Related Documentation (Continued)

Category	Title	Description
Options	AdvaBuild On-line Builder Operator Station User's Guide[1]	This book provides instructions for accessing, and using all On-line Builder Operator Station functions. *(Can be used for AdvaCommand as well as AdvaCommand for Windows NT)*
	AdvaBuild On-line Builder Reference Manual	This book provides instructions for accessing, and using all On-line Builder functions.
	AdvaCommand Process Sectioning User's Guide	This book provides instructions for accessing, and using all Process Sectioning functions. *(Can be used for AdvaCommand as well as AdvaCommand for Windows NT)*
	AdvaCommand X Workplace Server User's Guide	This book provides instructions for accessing, and using all X Workplace Server functions. *(Used for AdvaCommand)*
	AdvaBuild Display Builder User's Guide	This book provides instructions for accessing, and using all Dsplay Builder functions. *(Can be used for AdvaCommand as well as AdvaCommand for Windows NT)*

(1) Should be used together with the AdvaBuild On-line Builder Reference Manual

1.5 Release History

This is the first release of the AdvaCommand Status List software.

1.6 Terminology

Menus

Menus contain all the features and activities required for you to configure the status lists. The Menu Bar, located in the upper portion of the work-space, is the primary vehicle for configuration interaction with the status lists.

Dialog Boxes

You call dialog boxes to the screen when you select various menu functions. Because they require you to select from a number of possible choices, dialog boxes are user-interactive.

1.7 Product Overview

A status list is a list of objects that fulfil predefined search condition. You specify the conditions through a configuration display.

There are three types of status lists:

- A quick list (one per screen), which is intended for single searches with varying search keys.
- 50 primary lists, which are intended for standard search keys and recurring presentation of status on the basis of those keys.
- 150 secondary lists, which are linked to the primary lists. You can tie a maximum of three secondary lists to a primary list.

1.8 User Interface

The pointing devices behave according to the *OSF/Motif Style Guide*. The buttons of the pointing devices are Select and Drag.

The third button for the Advant Station 500 Series Operator Station is not used for the AdvaCommand Status List software. For the PC Workstation there is only two mouse buttons available. The following terms describe actions you can take using the mouse:

Press

Indicates you should press a mouse button without releasing it. Use this action together with **drag** and **release**.

Release

Indicates you should release a mouse button after you press it.

Click

Indicates you should **press** and **release** a mouse button without moving the pointer.

Double Click

Indicates you should **click** twice quickly without moving the pointer. Use the double-click to perform an object's default action.

Drag

Indicates you should press a mouse button without releasing it and then move the pointer. The **drag** action ends with a **release** action. Use **drag** when you are drawing a rectangle or an ellipse.

Chapter 2 Installation

Not applicable.

Chapter 3 Configuration/Application Building

3.1 Considerations

Consider the system load (in the Process Stations, on the Communication Bus and in the operator station) when you configure your cyclically updated predefined lists.

3.2 Capacity and Performance

Primary and Secondary Lists

You can cyclically update a maximum of 10 of the predefined primary lists. If to every primary list there is linked three secondary lists, you can cyclically update a maximum of 40 lists.

Status List Presentation

A maximum of 5,000 objects are allowed in the list display for one list. A maximum of 2,500 objects/list are allowed in the list display for list pairs.

3.3 Application Start-up

AdvaCommand Status List software is a software option. You do not have to meet any special requirements to start up AdvaCommand Status List software.

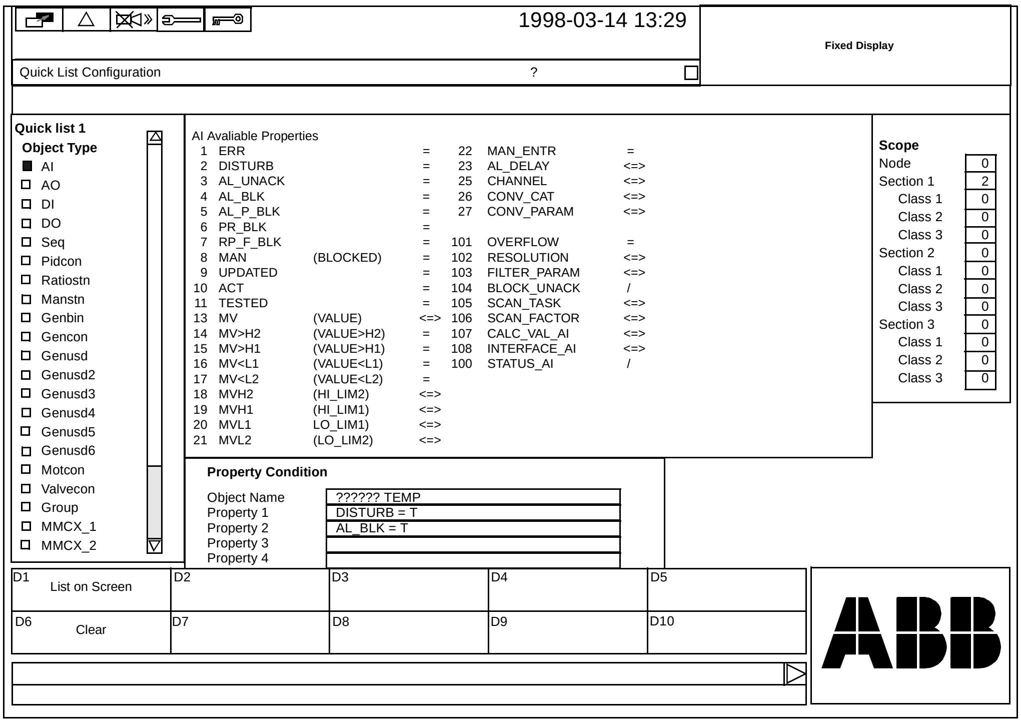
3.4 Tutorial

Two configuration examples follow. Since these examples include step-by-step instructions, not every feature is discussed. See Section 3.5, Application Procedures for a closer examination of other features and functions not described in this section.

Example 1

List all Analog Inputs (AI) of process section 2 (the names of which contain the sub-string “Temp” in positions 7-10) which are in a state of alarm and have the alarm processing blocked. The quick list is used.

1. Press the **Status List** key (or select the subitem Status List from the item System Display Keys in the pop-up menu Operation) to call up the configuration display for Quick Lists.



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Quick list 1

Object Type

- ■ AI
- ☐ AO
- ☐ DI
- ☐ DO
- ☐ Seq
- ☐ Pidcon
- ☐ Ratiostn
- ☐ Manstn
- ☐ Genbin
- ☐ Gencon
- ☐ Genusd
- ☐ Genusd2
- ☐ Genusd3
- ☐ Genusd4
- ☐ Genusd5
- ☐ Genusd6
- ☐ Motcon
- ☐ Valvecon
- ☐ Group
- ☐ MMCX_1
- ☐ MMCX_2

```
AI Avaliable Properties
  1  ERR                          =     22  MAN_ENTR         =
  2  DISTURB                      =     23  AL_DELAY        <=>
  3  AL_UNACK                     =     25  CHANNEL         <=>
  4  AL_BLK                       =     26  CONV_CAT        <=>
  5  AL_P_BLK                     =     27  CONV_PARAM      <=>
  6  PR_BLK                       =
  7  RP_F_BLK                     =    101  OVERFLOW         =
  8  MAN        (BLOCKED)         =    102  RESOLUTION      <=>
  9  UPDATED                      =    103  FILTER_PARAM    <=>
 10  ACT                          =    104  BLOCK_UNACK      /
 11  TESTED                       =    105  SCAN_TASK       <=>
 13  MV         (VALUE)          <=>   106  SCAN_FACTOR     <=>
 14  MV>H2      (VALUE>H2)        =    107  CALC_VAL_AI     <=>
 15  MV>H1      (VALUE>H1)        =    108  INTERFACE_AI    <=>
 16  MV<L1      (VALUE<L1)        =    100  STATUS_AI        /
 17  MV<L2      (VALUE<L2)        =
 18  MVH2       (HI_LIM2)        <=>
 19  MVH1       (HI_LIM1)        <=>
 20  MVL1       LO_LIM1)         <=>
 21  MVL2       (LO_LIM2)        <=>
```

Scope

Node	0
Section 1	2
Class 1	0
Class 2	0
Class 3	0
Section 2	0
Class 1	0
Class 2	0
Class 3	0
Section 3	0
Class 1	0
Class 2	0
Class 3	0

Property Condition

Object Name	?????? TEMP
Property 1	DISTURB = T
Property 2	AL_BLK = T
Property 3	
Property 4	

Figure 3-1. Configuration display for the Quick List where AI is activated

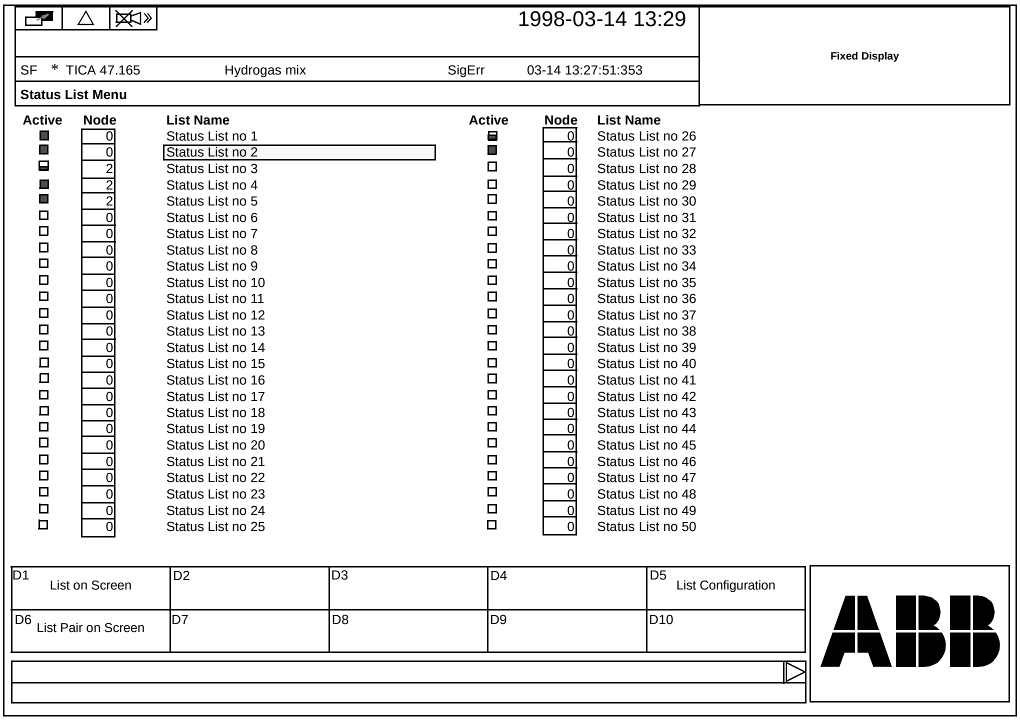
2. Click on the toggle button for AI in the column for object types. A pressed button signifies an **active parameter**. The properties of AI which are available for searching are displayed in the upper middle portion of the display.
3. Position the cursor on the text field for 'Section 1' and enter the value '2'. Press <SEND> on the operator's keyboard (or press <Enter> on a standard keyboard) or move the cursor to the next text field with the arrow key on the keyboard.
4. Move the cursor to the text field for 'Object name', enter '??????TEMP'. The six question marks mean that the first six characters may be any alphanumeric characters. Press <SEND> (or <Enter>) or move the cursor to the next text field with the arrow key.
5. Use the next text field, which is the text field for 'Property 1', now. When an analog signal is in a state of alarm, the flag DISTURB (disturbance) is set high. You can specify the conditions you want, 'Property 1 - Property 4', in three different ways:
   - Look up the number of DISTURB on the list of AI properties. As you can see, this number is 2. Consequently, enter '2 = T', where T means TRUE, or enter '2 = 1', where 1 stands for TRUE (F and 0 mean FALSE).
   - Write the name of the property followed by operator and value, for example, 'DISTURB=T'.
   - Move the cursor to the list with available properties and click on the label DISTURB'. The text 'DISTURB' is copied to the first free text field for property 1 - property 4 and the input focus is moved to the actual text field. Enter the operator and the value.

6. The alarm blocking property is called AL_BLK and has the number 4. Choose the way (see 5. a - c) you wish to enter this property in the text field for 'Property 2'. For example, enter '4 = T', which is acknowledged as AL_BLK=T.
7. At this point, all the necessary parameters of the list are defined and the list can now be activated. Press the dynamic function key **D1** (or F1 on a standard keyboard) or click on the screen button D1 (List on Screen) to activate the list. This action makes the List Presentation display appear on the screen with the objects that satisfy the search key.

Example 2

List all the motors in node 7, process section 3, class 1 or 2, which are in any of the following modes: LOCAL, TEST or STAND BY. All motor controls have been implemented by using the object type MOTCON. The result is to be presented by Status List 2 on printer lnr14d, in network 11, node 1, when a certain condition in an AMPL (ABB Master Programming Language) program in node 7 is satisfied.

1. Call up the Status List Menu by pressing the **Status List Menu** key (or select the subitem Status List Menu from the item System Display Keys in the pop-up menu Operation). Select the list name, Status List 2 or its allocated name, then press the dynamic function key **D5** (or F5 on a standard keyboard) or click on the screen button D5 (List Configuration).



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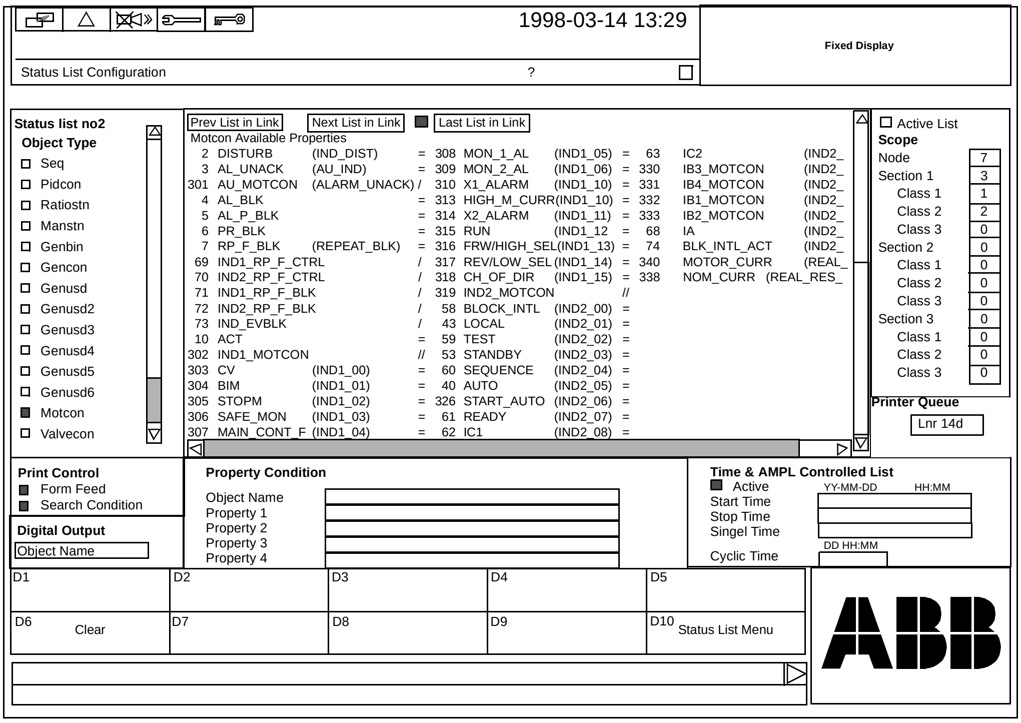
SF * TICA 47.165 Hydrogas mix SigErr 03-14 13:27:51:353

Status List Menu

Active	Node	List Name	Active	Node	List Name
■	0	Status List no 1	⬓	0	Status List no 26
■	0	Status List no 2	■	0	Status List no 27
⬓	2	Status List no 3	☐	0	Status List no 28
■	2	Status List no 4	☐	0	Status List no 29
■	2	Status List no 5	☐	0	Status List no 30
☐	0	Status List no 6	☐	0	Status List no 31
☐	0	Status List no 7	☐	0	Status List no 32
☐	0	Status List no 8	☐	0	Status List no 33
☐	0	Status List no 9	☐	0	Status List no 34
☐	0	Status List no 10	☐	0	Status List no 35
☐	0	Status List no 11	☐	0	Status List no 36
☐	0	Status List no 12	☐	0	Status List no 37
☐	0	Status List no 13	☐	0	Status List no 38
☐	0	Status List no 14	☐	0	Status List no 39
☐	0	Status List no 15	☐	0	Status List no 40
☐	0	Status List no 16	☐	0	Status List no 41
☐	0	Status List no 17	☐	0	Status List no 42
☐	0	Status List no 18	☐	0	Status List no 43
☐	0	Status List no 19	☐	0	Status List no 44
☐	0	Status List no 20	☐	0	Status List no 45
☐	0	Status List no 21	☐	0	Status List no 46
☐	0	Status List no 22	☐	0	Status List no 47
☐	0	Status List no 23	☐	0	Status List no 48
☐	0	Status List no 24	☐	0	Status List no 49
☐	0	Status List no 25	☐	0	Status List no 50

Figure 3-2. Status List Menu

2. Click on the toggle button representing MOTCON in the column for object types. A pressed button signifies an **active parameter**. The accessible properties of MOTCON appear in the upper middle portion of the display.



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Status List Configuration ?

Status list no2

Object Type

- ☐ Seq
- ☐ Pidcon
- ☐ Ratiostn
- ☐ Manstn
- ☐ Genbin
- ☐ Gencon
- ☐ Genusd
- ☐ Genusd2
- ☐ Genusd3
- ☐ Genusd4
- ☐ Genusd5
- ☐ Genusd6
- ■ Motcon
- ☐ Valvecon

Motcon Available Properties

```
  2 DISTURB       (IND_DIST)      = 308 MON_1_AL    (IND1_05) =  63  IC2           (IND2_
  3 AL_UNACK      (AU_IND)        = 309 MON_2_AL    (IND1_06) = 330  IB3_MOTCON    (IND2_
301 AU_MOTCON     (ALARM_UNACK) / 310 X1_ALARM    (IND1_10) = 331  IB4_MOTCON    (IND2_
  4 AL_BLK                        = 313 HIGH_M_CURR(IND1_10) = 332  IB1_MOTCON    (IND2_
  5 AL_P_BLK                      = 314 X2_ALARM    (IND1_11) = 333  IB2_MOTCON    (IND2_
  6 PR_BLK                        = 315 RUN         (IND1_12  =  68  IA            (IND2_
  7 RP_F_BLK      (REPEAT_BLK)    = 316 FRW/HIGH_SEL(IND1_13) =  74  BLK_INTL_ACT  (IND2_
 69 IND1_RP_F_CTRL                / 317 REV/LOW_SEL (IND1_14) = 340  MOTOR_CURR    (REAL_
 70 IND2_RP_F_CTRL                / 318 CH_OF_DIR   (IND1_15) = 338  NOM_CURR  (REAL_RES_
 71 IND1_RP_F_BLK                 / 319 IND2_MOTCON           //
 72 IND2_RP_F_BLK                 /  58 BLOCK_INTL  (IND2_00) =
 73 IND_EVBLK                     /  43 LOCAL       (IND2_01) =
 10 ACT                           =  59 TEST        (IND2_02) =
302 IND1_MOTCON                   //  53 STANDBY     (IND2_03) =
303 CV            (IND1_00)       =  60 SEQUENCE    (IND2_04) =
304 BIM           (IND1_01)       =  40 AUTO        (IND2_05) =
305 STOPM         (IND1_02)       = 326 START_AUTO  (IND2_06) =
306 SAFE_MON      (IND1_03)       =  61 READY       (IND2_07) =
307 MAIN_CONT_F   (IND1_04)       =  62 IC1         (IND2_08) =
```

☐ Active List

Scope

Node	7
Section 1	3
Class 1	1
Class 2	2
Class 3	0
Section 2	0
Class 1	0
Class 2	0
Class 3	0
Section 3	0
Class 1	0
Class 2	0
Class 3	0

Printer Queue Lnr 14d

Print Control
■ Form Feed
■ Search Condition

Digital Output
Object Name

Property Condition
Object Name
Property 1
Property 2
Property 3
Property 4

Time & AMPL Controlled List
■ Active YY-MM-DD HH:MM
Start Time
Stop Time
Singel Time
DD HH:MM
Cyclic Time

Figure 3-3. Configuration display for Status List 2 where MOTCON is activated

3. Move the cursor to the text field for 'Node', enter the value '7'. Press <SEND> on the operator's keyboard (or press <Enter> on a standard keyboard) or move cursor to the next text field with the arrow key.

4. Move the cursor to the text field for 'Section 1', enter the value '3'. Move the cursor to the next text field.

5. The cursor is now in the text field for 'Class 1'; enter the value '1'. Move the cursor to the next text field.

6. The cursor is now in the text field for 'Class 2', enter the value '2'.

7. Click on the 'Active' toggle button in the **Time & AMPL Controlled List** section. A pressed button signifies an **active parameter**.

8. Select the printer queue name from the option menu. Press the button **Printer Queue** on the option menu. A menu is displayed. Release the button on the desired queue name. The menu disappears and the selected queue name is shown.

9. In order to ascertain whether the motors are in any of the modes, LOCAL, TEST or STAND BY, look at the block item IND2_MOTCON containing these indications.

10. See the description of MOTCON in *AdvaCommand User Interface Reference Manual*. The block item is defined as Property 1. In this way, an OR condition is created.

    On the other hand, if the three indications IND2_01, IND2_02 and IND2_03 were specified one by one as Property 1, Property 2 and Property 3, an AND condition would be specified. In this case, the block item IND2_MOTCON is to have the value H'E, which corresponds to the three indications. You can specify the property in three different ways.

    – The property number of IND2_MOTCON is 319, according to the property list. Enter '319 // H:E' on the text field for 'Property 1' and finish by pressing <SEND> on the operator's keyboard (or press <Enter> on a standard keyboard).

    – Write the name of the property followed by operator and value on the text field for 'Property 1', for example 'IND2_MOTCON // H:E. Press <SEND> on the operator's keyboard (or press <Enter> on a standard keyboard).

    – Move the cursor to the list with available properties and click on the label 'IND2_MOTCON'. The text 'IND2_MOTCON' will be copied to the first free text field for Property 1 - Property 4 and the input focus will be moved to the actual text field. Enter the operator and value. Press <SEND> on the operator's keyboard (or press <Enter> on a standard keyboard).

11. To have the list printed by an AMPL program, use the PC element REPORT. Insert this element in the AMPL program in the Controller node where the printout condition is generated. Connect the conditional signal to the input ACT on the element. In addition, set up the element as shown in the figure below:

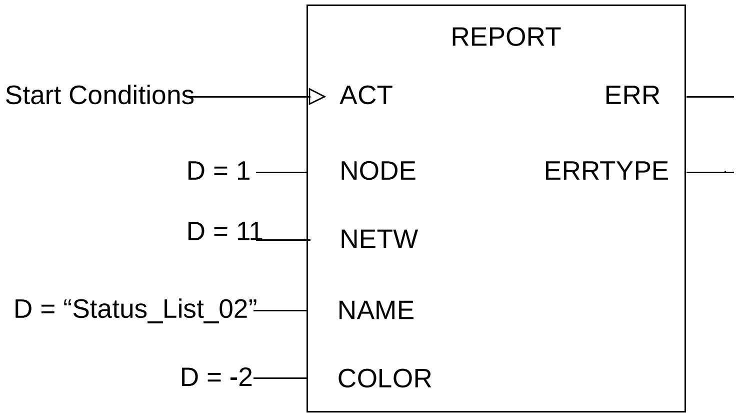


Figure 3-4. The PC element REPORT in example 2

The list is printed every time the printout condition changes over from 0 to 1. The list may also be presented in the usual manner, from the Status List Menu. Press the dynamic function key **D1** (or F1 on a standard keyboard) or click on the screen button D1 (List On Screen) to display the list on the screen.

From the List Presentation display, press the dynamic function key **D6** (or F6 on a standard keyboard) or click on the screen button D6 (Print List) to get the list on the printer.

NOTE

> If a single motor is in STAND BY at the same time it is in LOCAL mode, two message lines appear on the list. This type of block item condition generates a message line for every high bit that corresponds to the actual value in the data base.

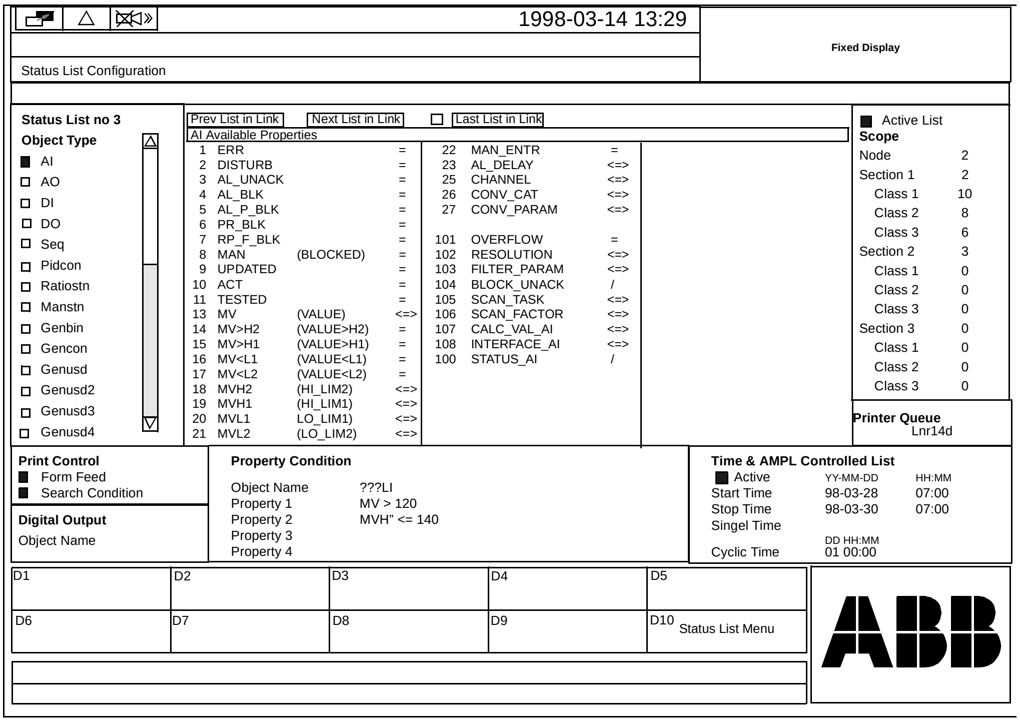
3.5 Application Procedures

The predefined **Primary and Secondary Lists** are made both in OSF/Motif window style and as base displays. The **Quick List** is available only as a base display.

The main difference between the OSF/Motif window style and the base display is that no dyna–mic function keys are used in the window mode and no menu bar is used in the base display.

Error messages appear on the "operator message line" for the base display and in the error dialog box for the window.

There are authorization restrictions for the configuration of primary and secondary lists.
You must have the proper authority to change the parameters. Authorization is either controlled by the Authority key on the operator's keyboard or changed with the item **Max Dialog** from the pop-up menu **Operation**. Authority is indicated by a "key" symbol in the upper left-hand corner of the screen.



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Fixed Display

Status List Configuration

Status List no 3

Object Type

- ■ AI
- ☐ AO
- ☐ DI
- ☐ DO
- ☐ Seq
- ☐ Pidcon
- ☐ Ratiostn
- ☐ Manstn
- ☐ Genbin
- ☐ Gencon
- ☐ Genusd
- ☐ Genusd2
- ☐ Genusd3
- ☐ Genusd4

AI Available Properties

1	ERR		=
2	DISTURB		=
3	AL_UNACK		=
4	AL_BLK		=
5	AL_P_BLK		=
6	PR_BLK		=
7	RP_F_BLK		=
8	MAN	(BLOCKED)	=
9	UPDATED		=
10	ACT		=
11	TESTED		=
13	MV	(VALUE)	<=>
14	MV>H2	(VALUE>H2)	=
15	MV>H1	(VALUE>H1)	=
16	MV<L1	(VALUE<L1)	=
17	MV<L2	(VALUE<L2)	=
18	MVH2	(HI_LIM2)	<=>
19	MVH1	(HI_LIM1)	<=>
20	MVL1	LO_LIM1)	<=>
21	MVL2	(LO_LIM2)	<=>

22	MAN_ENTR	=
23	AL_DELAY	<=>
25	CHANNEL	<=>
26	CONV_CAT	<=>
27	CONV_PARAM	<=>
101	OVERFLOW	=
102	RESOLUTION	<=>
103	FILTER_PARAM	<=>
104	BLOCK_UNACK	/
105	SCAN_TASK	<=>
106	SCAN_FACTOR	<=>
107	CALC_VAL_AI	<=>
108	INTERFACE_AI	<=>
100	STATUS_AI	/

■ Active List

Scope

Node	2
Section 1	2
Class 1	10
Class 2	8
Class 3	6
Section 2	3
Class 1	0
Class 2	0
Class 3	0
Section 3	0
Class 1	0
Class 2	0
Class 3	0

Printer Queue
Lnr14d

Print Control
■ Form Feed
■ Search Condition

Digital Output
Object Name

Property Condition

Object Name	???LI
Property 1	MV > 120
Property 2	MVH" <= 140
Property 3	
Property 4	

Time & AMPL Controlled List

■ Active

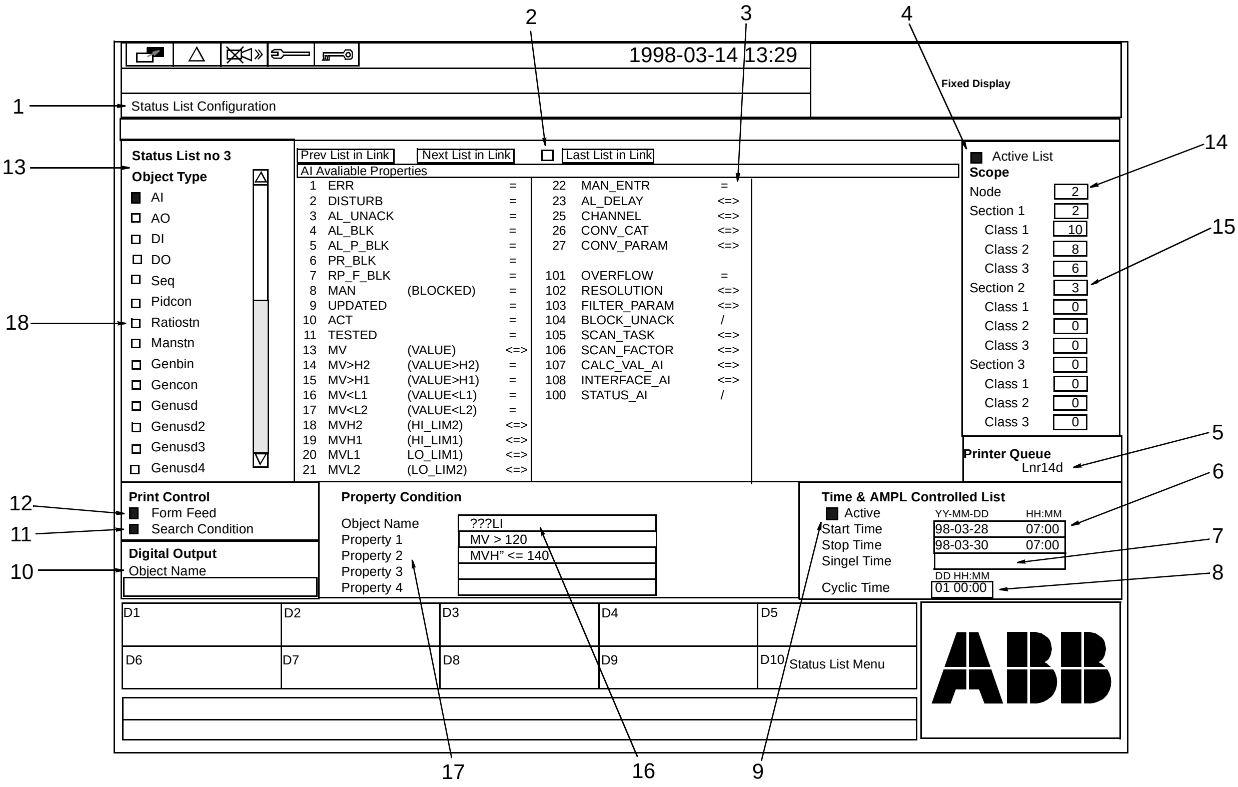
	YY-MM-DD	HH:MM
Start Time	98-03-28	07:00
Stop Time	98-03-30	07:00
Singel Time		
	DD HH:MM	
Cyclic Time	01 00:00	

Figure 3-5. Configuration display for primary Status List without authority

In addition to the key symbol, authority is also indicated in the Status List Configuration displays. When no input is possible, the three-dimensional look of the input field is removed and the "Activate/Deactivate" parameters are shown in grey.

3.5.1 Configuration of the Primary Lists

You can enter the configuration window/display for the primary lists in two ways, either from the **System Configuration dialog** (window mode) or by pressing the **Status List Menu** key (display mode) on the operator's keyboard (or select the subitem Status List Menu from the item System Display Keys in the pop-up menu Operation). Then you either select the desired list name and then press the dynamic function key **D5** (or F5 on a standard keyboard) or click on the screen button D5 (List Configuration). This action brings up the following configuration display:



1998-03-14 13:29

Status List Configuration

Status List no 3

Object Type

■ AI
☐ AO
☐ DI
☐ DO
☐ Seq
☐ Pidcon
☐ Ratiostn
☐ Manstn
☐ Genbin
☐ Gencon
☐ Genusd
☐ Genusd2
☐ Genusd3
☐ Genusd4

☐ Last List in Link

AI Avaliable Properties

```
 1  ERR                      =      22  MAN_ENTR        =
 2  DISTURB                  =      23  AL_DELAY       <=>
 3  AL_UNACK                 =      25  CHANNEL        <=>
 4  AL_BLK                   =      26  CONV_CAT       <=>
 5  AL_P_BLK                 =      27  CONV_PARAM     <=>
 6  PR_BLK                   =
 7  RP_F_BLK                 =     101  OVERFLOW        =
 8  MAN      (BLOCKED)       =     102  RESOLUTION     <=>
 9  UPDATED                  =     103  FILTER_PARAM   <=>
10  ACT                      =     104  BLOCK_UNACK     /
11  TESTED                   =     105  SCAN_TASK      <=>
13  MV       (VALUE)        <=>    106  SCAN_FACTOR    <=>
14  MV>H2    (VALUE>H2)      =     107  CALC_VAL_AI    <=>
15  MV>H1    (VALUE>H1)      =     108  INTERFACE_AI   <=>
16  MV<L1    (VALUE<L1)      =     100  STATUS_AI       /
17  MV<L2    (VALUE<L2)      =
18  MVH2     (HI_LIM2)      <=>
19  MVH1     (HI_LIM1)      <=>
20  MVL1     LO_LIM1)       <=>
21  MVL2     (LO_LIM2)      <=>
```

■ Active List

Scope

Node	2
Section 1	2
Class 1	10
Class 2	8
Class 3	6
Section 2	3
Class 1	0
Class 2	0
Class 3	0
Section 3	0
Class 1	0
Class 2	0
Class 3	0

Printer Queue
Lnr14d

Print Control
■ Form Feed
■ Search Condition

Digital Output
Object Name

Property Condition

Object Name	???LI
Property 1	MV > 120
Property 2	MVH" <= 140
Property 3	
Property 4	

Time & AMPL Controlled List

■ Active

	YY-MM-DD	HH:MM
Start Time	98-03-28	07:00
Stop Time	98-03-30	07:00
Singel Time		

	DD HH:MM
Cyclic Time	01 00:00

Figure 3-6. Configuration display for primary Status List with dialog lead text

1. Display name and description.
2. Symbol indicating whether the list is linked to any other list. A filled square means that this primary list is not linked to any other list.
3. List of all the properties of the specified object type that may be used for setup of the search condition. See point 17.

4. Indicates whether the list is active. If so, searches with the specified key will be made at regular intervals.
5. Name of the printer queue, used for **Time & AMPL Controlled List**.
6. Start and stop times, indicating the time interval which is open to automatic printout of the status list.
7. Time for single printouts of the list.
8. Time interval for cyclic printout of the list.
9. Indicates whether the automatic timer and AMPL controlled search function is active.
10. Name of the Digital Output. Used to indicate whether or not an active list has any objects matching the search conditions.
11. Specifies whether the search conditions are to be specified in the heading of the printed Status List.
12. Indicates whether printout on paper is to be preceded by a form feed.
13. The name of the Status List.

The following parameters make up the search key. The individual conditions must all be satisfied for an object to be included in the list:

14. Node number of the Controller station or operator station to be searched.
15. Process sections and classes to be searched.
16. Position-sensitive sub-string of the object name.
17. A maximum of four properties, all of which must be satisfied.
18. Object types to be searched.

3.5.1.1 Activate/Deactivate a Parameter

Click on the toggle button representing the desired parameter. A pressed button signifies an active parameter.

The following parameters can be changed:

(The number within brackets refers to the corresponding number in Figure 3-6.)

- **Last List in Link (2)**

  States whether this list is the last in the chain.

- **Object Type (18)**

  More than one object type may be chosen, but the properties selected for setup of the search condition must be common to all these object types. After you have selected object types, the list of available properties is shown in the upper middle portion of the display.

- **Form Feed (12)**

  States whether a form feed is performed before each printout on the printer.

- **Search Conditions (11)**

  States whether the search conditions are to be presented in the list heading in a printout.

- **Active for Active List (4)**

  When a list is active, searches are made at regular intervals. The list is not presented, but if there is at least one object that satisfies the key, this fact is indicated on the menu display for Status Lists or in a process display containing the display element STLPD01.

  Of the predefined lists, 10 may be cyclically updated. If you attempt to specify more than 10 cyclic lists, the following message is displayed:

  Maximum number of cyclic lists exceeded, 10 are allowed.

- **Active for Time & AMPL Controlled List (9)**

  States whether the automatic time and AMPL generated list function is active.

3.5.1.2 Add or Change a Parameter

Select the text field for the parameter to be added or changed. To send the added/changed text to the data base, use <SEND> on the operator's keyboard (or press <Enter> on a standard keyboard) or move the cursor to the next text field using the arrow key on the keyboard.

The following parameters can be added/changed:

(The number within brackets refers to the corresponding number in Figure 3-6).

- **List Description (13)**

  You can choose any name that is no longer than 20 characters.

- **Node (14)**

  You can enter a value in the range -1 to 127. 0 means all nodes in the control network. -1 as a node number in a secondary list means that it takes the same node number as its primary list.

- **Process Section and Class (15)**

  You can enter a value in the range -1 to 99. The normal range for process section numbers is -1 to 16; for class numbers, it is 0 to 99. 0 means all process sections and classes in the control network, respectively.

- **Object Name (16)**

  You can enter sub-strings of a name. These sub-strings are position-sensitive. In order to specify the position, question marks are used.

  Example: If you want to search for the sub-string PC, where 'P' is to be found in the fifth position, the entry becomes **????PC**.

  Since an object name may consist of up to 20 characters and the above entry only specifies the first six, the remainder is treated as question marks, that is any trailing characters will be accepted. This means that hits will be obtained for names such as: "3945PC411," "4566PC327," etc.

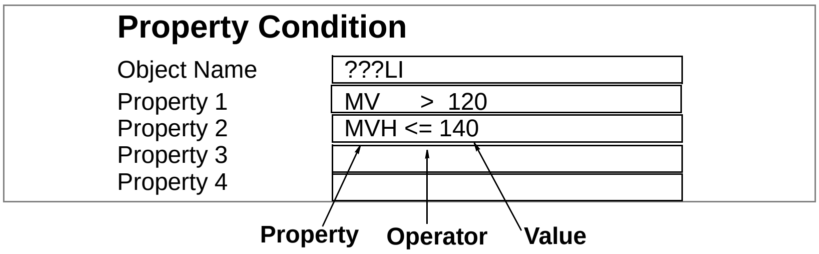
- **Property 1 - Property 4 (17)**

When you select an object type from the table located on the left-hand side of the display, the properties available for the selected object type are shown in a specific area in the center of the window/display. If you select several object types, the properties of the last selected object are shown.

Properties that are specific to the selected object type are shown in light pink, while those that are common to several types are shown in grey.

The available operators are:

=	(equal)	<=	(less than or equal to)
>	(greater than)	/	(bit map)
>=	(greater than or equal to)	//	(bit map)
<	(less than)		



Property Condition

Object Name ???LI
Property 1 MV > 120
Property 2 MVH <= 140
Property 3
Property 4

Figure 3-7. Part of the configuration display

The following value types apply:

Value type	**Operator**	**Value**
Boolean	=	1,0 or T(TRUE), F(FALSE)
Integer	<=>	for example 320
Real number	<=>	for example 320.45 (max 3 decimals)
Bit map	/, //	hexadecimal number

<=> means that the operators =, >, =>, <, <= can be used.

The hexadecimal number is a numeric interpretation of the status field of the object.

For example

H:AFF03210

where A corresponds to 1010,
F corresponds to 1111,
3 corresponds to 0011, etc.

/ is used when any of the high (=1) bits of the number are to agree with the corresponding bit of the property value (OR function between bits).

/ / is used when every high bit of the number that agrees with the corresponding bit of the property value is to be treated as a hit.

This is only possible for certain block properties of the objects MOTCON, VALVECON, MMCX and GENUSD. These block properties describe the status of a group of signals or indications. For every indication, it is possible to specify event and property texts. See the description of the object type of interest. You can use this type of bit map only once per list. If you attempt to specify two or more bit maps of this type, the following message is displayed:

Bitmask 2 condition is only allowed once per list.

The properties available for setup of search conditions are shown for all object types in Section 3.5.9, Properties Available for Searching.

All properties in the lists are numbered. All the common properties have the same numbers and names—these are shown first in the lists. When you specify the properties to be included in the search condition, you can state the property numbers. In that case, as acknowledgment, the property name is returned. You can also specify the properties by clicking on the desired property on the selected property list and then writing the operator and value or entering the property name followed by operator and value.

For example

Property 1: **13>=150**

The following acknowledgment results from this entry:

Property 1: **MV > = 150**

The property Interface (I/O-board) is an exception to the syntax rule. Enter it according to the format LF,LR (logical file, logical record).

For example

Property 1:**INTERFACE_AI = 2, 4**

This means that the fourth analog input board is to be used, 2 = the logical file for Analog Input boards and 4 = the fourth board.

If you attempt to specify a property which is not common to the object types selected, the following message is displayed:

Entered property does not exist in all selected object types.

If you try it in reverse, attempting to select an object type which does not have the specified properties, the following message is displayed:

Entered object type does not contain all specified properties.

If you attempt to enter an illegal condition (property, operator or value), one of the following messages is displayed:

– **Entered condition property is not valid**
– **Entered condition value is not valid**
– **Entered data type in condition value is not valid**

etc., depending on which fault occurred during entry.

- **Start & Stop Time (6)**

  Defines the time interval available for cyclic printout of lists. If no time interval is specified, no restriction is applied to this printout. The time interval is expressed as calendar time as per the example below. If you set only the start time, there are no restrictions for when the cyclic printout of lists should end. If you set only the stop time, the cyclic printout of the list starts with the cyclicity plus the time in the system at the time of entry and ends at the stop time.

  Start time (YY-MM-DD HH:MM): 98-05-17 12:00

- **Single Time (7)**

  Specifies the time for a single printout of lists. The time is expressed in year, month, day, hour and minute (that is in the same way as time is expressed for start time and stop time).

- **Cyclic Time (8)**

  Specifies the time cycle between repetitive printouts. The interval is expressed in days, hours and minutes. The printouts only occur in the time interval defined by the start time and stop time.

  Cyclic time (DD HH:MM): 1 00:00

  If no starting time is specified (=0), the first printout occurs after the time-specified interval, that is after 24 hours in the above example.

- **Digital Output (10)**

  Specifies the name of the Digital Output. See Section 3.5.7, Connection of an Active List to a Digital Output.

- **Printer Queue (5)**

  Specifies the printer queue name used for automatic output of the status list.

  Select the queue name from the option menu. When you press the button **Printer Queue** on the option menu, the menu is displayed. Move the cursor to the desired queue name and release the button. The menu disappears and the selected queue name is shown.

3.5.1.3 Dynamic Function Keys

The keys D1-D10 on the operator's keyboard correspond to the screen buttons, D1 to D10, at the bottom of the screen. Ten of the twelve function keys on a standard keyboard, marked F1 to F10, correspond to the ten keys/screen buttons.

D1	D2	D3	D4	D5
D6 Clear	D7	D8	D9	D10 Status List Menu

Figure 3-8. Dynamic function keys for the primary and secondary Status List

Clear (D6)

Deletes all of the configuration data for the list. Note that all the configuration data are saved until they are changed or deleted. This applies to all the lists.

When you press the **Clear** dynamic function key, the question

> **OK to clear this configuration (Y/N)?**

appears. Depending on your answer, the configured data is deleted/not deleted.

Status List Menu (D10)

Exits from Status List Configuration display. The Status List Menu is shown.

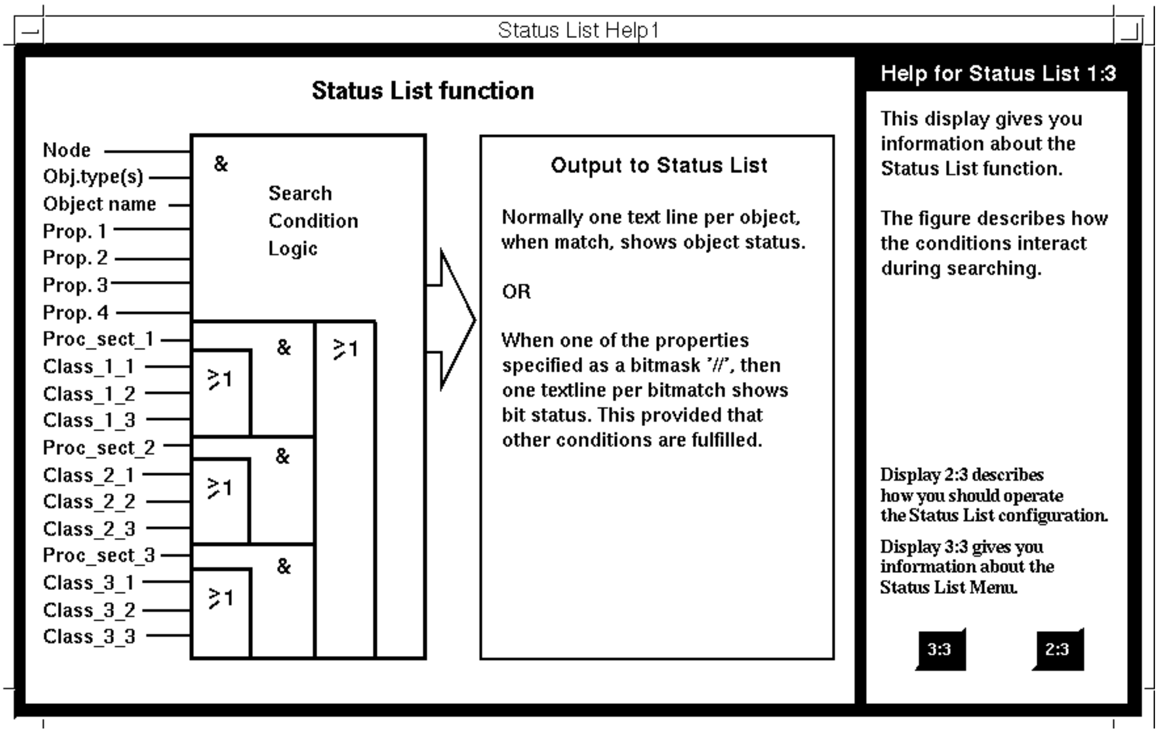
3.5.1.4 Help

If you are working in display mode, press the ‘**?**’ key on the keyboard or click on the ‘**?**’ button on the display to access help (you will find the “Help” button on the same line as the display name and description).

If you are working in window mode and wish to access help, select ‘On Window’ from the Help Menu in the Status List Menu window or the Status List Configuration window.

The following help window is displayed:

(To get to the second and third help windows, click on the display link buttons, which you will find in the lower right-hand corner of each help window.)



Normally one text line per object, when match, shows object status.

OR

When one of the properties specified as a bitmask '//', then one textline per bitmatch shows bit status. This provided that other conditions are fulfilled.

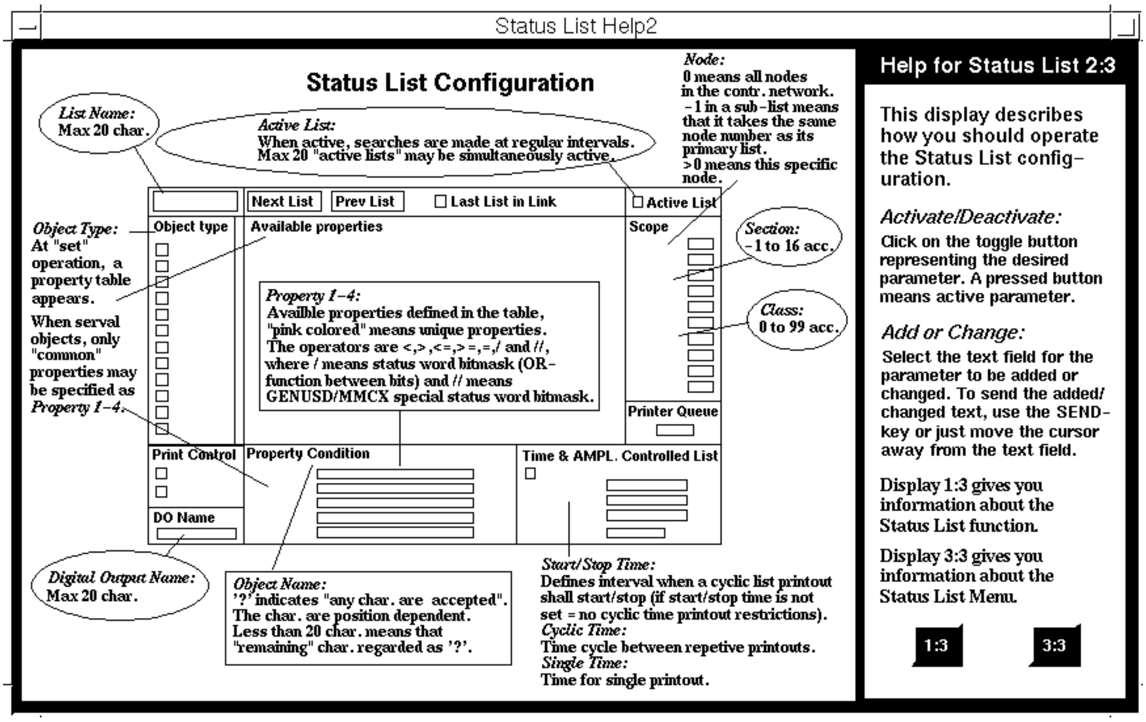
This display gives you information about the Status List function.

The figure describes how the conditions interact during searching.

Display 2:3 describes how you should operate the Status List configuration.

Display 3:3 gives you information about the Status List Menu.

Figure 3-9. Help display 1 for the Status List function



Node:
0 means all nodes in the contr. network.
-1 in a sub-list means that it takes the same node number as its primary list.
>0 means this specific node.

List Name:
Max 20 char.

Active List:
When active, searches are made at regular intervals.
Max 20 "active lists" may be simultaneously active.

Object Type:
At "set" operation, a property table appears.

When serval objects, only "common" properties may be specified as *Property 1-4.*

Section:
-1 to 16 acc.

Class:
0 to 99 acc.

Property 1-4:
Availble properties defined in the table, "pink colored" means unique properties.
The operators are <,>,<=,>=,=,/ and //, where / means status word bitmask (OR-function between bits) and // means GENUSD/MMCX special status word bitmask.

Digital Output Name:
Max 20 char.

Object Name:
'?' indicates "any char. are accepted".
The char. are position dependent.
Less than 20 char. means that "remaining" char. regarded as '?'.

Start/Stop Time:
Defines interval when a cyclic list printout shall start/stop (if start/stop time is not set = no cyclic time printout restrictions).
Cyclic Time:
Time cycle between repetive printouts.
Single Time:
Time for single printout.

This display describes how you should operate the Status List configuration.

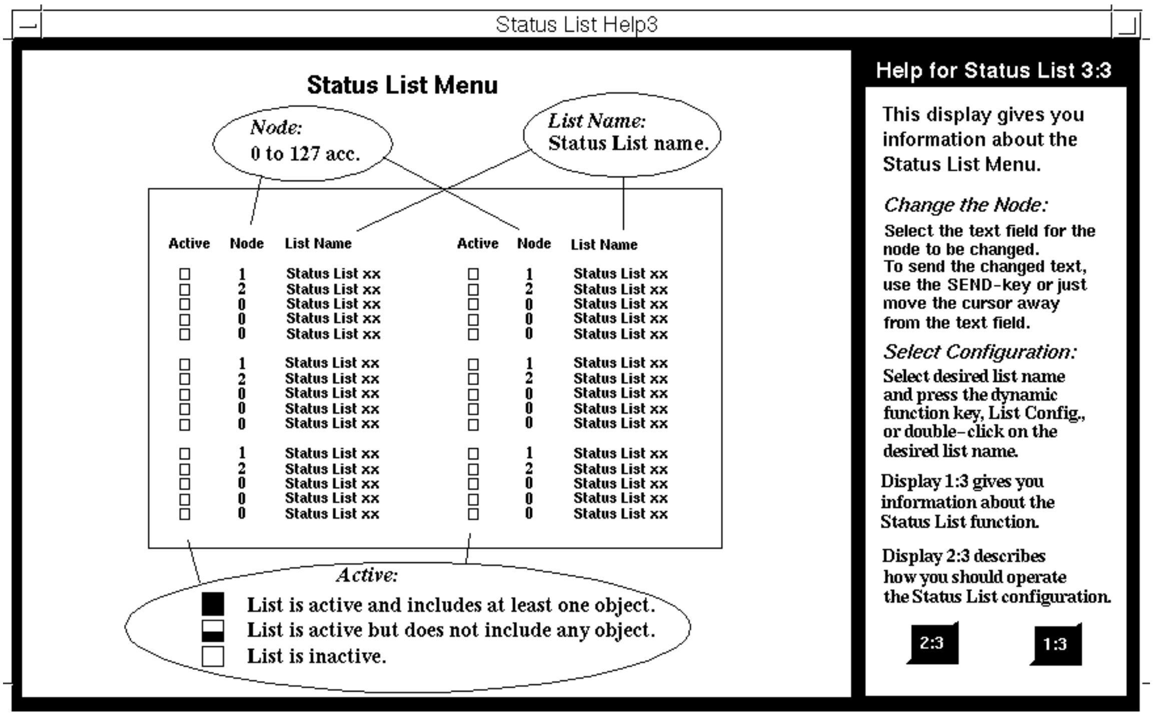
Activate/Deactivate:
Click on the toggle button representing the desired parameter. A pressed button means active parameter.

Add or Change:
Select the text field for the parameter to be added or changed. To send the added/changed text, use the SEND-key or just move the cursor away from the text field.

Display 1:3 gives you information about the Status List function.

Display 3:3 gives you information about the Status List Menu.

Figure 3-10. Help display 2



Node:
0 to 127 acc.

List Name:
Status List name.

Active	Node	List Name	Active	Node	List Name
☐	1	Status List xx	☐	1	Status List xx
☐	2	Status List xx	☐	2	Status List xx
☐	0	Status List xx	☐	0	Status List xx
☐	0	Status List xx	☐	0	Status List xx
☐	0	Status List xx	☐	0	Status List xx
☐	1	Status List xx	☐	1	Status List xx
☐	2	Status List xx	☐	2	Status List xx
☐	0	Status List xx	☐	0	Status List xx
☐	0	Status List xx	☐	0	Status List xx
☐	0	Status List xx	☐	0	Status List xx
☐	1	Status List xx	☐	1	Status List xx
☐	2	Status List xx	☐	2	Status List xx
☐	0	Status List xx	☐	0	Status List xx
☐	0	Status List xx	☐	0	Status List xx
☐	0	Status List xx	☐	0	Status List xx

Active:
■ List is active and includes at least one object.
⬓ List is active but does not include any object.
☐ List is inactive.

This display gives you information about the Status List Menu.

Change the Node:
Select the text field for the node to be changed.
To send the changed text, use the SEND-key or just move the cursor away from the text field.

Select Configuration:
Select desired list name and press the dynamic function key, List Config., or double-click on the desired list name.

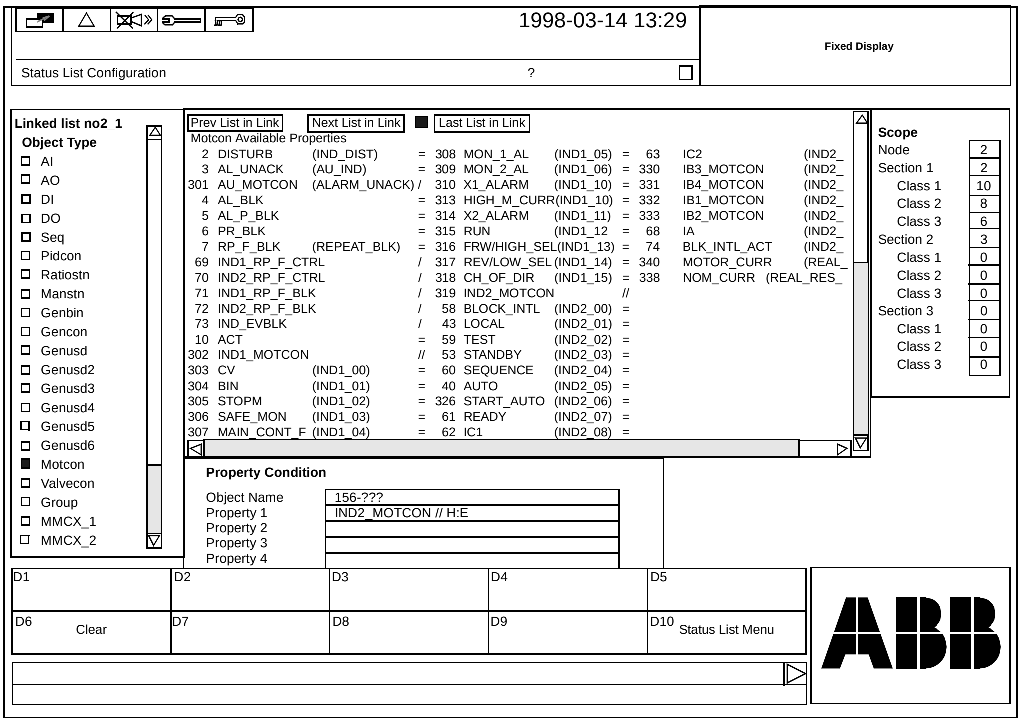
Display 1:3 gives you information about the Status List function.

Display 2:3 describes how you should operate the Status List configuration.

Figure 3-11. Help display 3

3.5.2 Configuration of the Secondary Lists

Every predefined primary list can be linked to three secondary lists. The primary lists are numbered 1-50 and the secondary lists are numbered 51-200.



1998-03-14 13:29

Linked list no2_1

Object Type

- ☐ AI
- ☐ AO
- ☐ DI
- ☐ DO
- ☐ Seq
- ☐ Pidcon
- ☐ Ratiostn
- ☐ Manstn
- ☐ Genbin
- ☐ Gencon
- ☐ Genusd
- ☐ Genusd2
- ☐ Genusd3
- ☐ Genusd4
- ☐ Genusd5
- ☐ Genusd6
- ■ Motcon
- ☐ Valvecon
- ☐ Group
- ☐ MMCX_1
- ☐ MMCX_2

```
Motcon Available Properties
  2  DISTURB        (IND_DIST)       =  308  MON_1_AL      (IND1_05)  =   63  IC2            (IND2_
  3  AL_UNACK       (AU_IND)         =  309  MON_2_AL      (IND1_06)  =  330  IB3_MOTCON     (IND2_
301  AU_MOTCON      (ALARM_UNACK) /     310  X1_ALARM      (IND1_10)  =  331  IB4_MOTCON     (IND2_
  4  AL_BLK                          =  313  HIGH_M_CURR(IND1_10)     =  332  IB1_MOTCON     (IND2_
  5  AL_P_BLK                        =  314  X2_ALARM      (IND1_11)  =  333  IB2_MOTCON     (IND2_
  6  PR_BLK                          =  315  RUN           (IND1_12   =   68  IA             (IND2_
  7  RP_F_BLK       (REPEAT_BLK)     =  316  FRW/HIGH_SEL(IND1_13)    =   74  BLK_INTL_ACT   (IND2_
 69  IND1_RP_F_CTRL                  /  317  REV/LOW_SEL (IND1_14)    =  340  MOTOR_CURR     (REAL_
 70  IND2_RP_F_CTRL                  /  318  CH_OF_DIR     (IND1_15)  =  338  NOM_CURR  (REAL_RES_
 71  IND1_RP_F_BLK                   /  319  IND2_MOTCON              //
 72  IND2_RP_F_BLK                   /   58  BLOCK_INTL    (IND2_00)  =
 73  IND_EVBLK                       /   43  LOCAL         (IND2_01)  =
 10  ACT                             =   59  TEST          (IND2_02)  =
302  IND1_MOTCON                     //  53  STANDBY       (IND2_03)  =
303  CV             (IND1_00)        =   60  SEQUENCE      (IND2_04)  =
304  BIN            (IND1_01)        =   40  AUTO          (IND2_05)  =
305  STOPM          (IND1_02)        =  326  START_AUTO    (IND2_06)  =
306  SAFE_MON       (IND1_03)        =   61  READY         (IND2_07)  =
307  MAIN_CONT_F    (IND1_04)        =   62  IC1           (IND2_08)  =
```

Scope

Node	2
Section 1	2
Class 1	10
Class 2	8
Class 3	6
Section 2	3
Class 1	0
Class 2	0
Class 3	0
Section 3	0
Class 1	0
Class 2	0
Class 3	0

Property Condition

Object Name	156-???
Property 1	IND2_MOTCON // H:E
Property 2	
Property 3	
Property 4	

Figure 3-12. Configuration display for secondary lists with MOTCON activated

Select the configuration window/display for primary list from the Status List Menu. Click on the **Next List in Link** push button in the primary list window/display. The first linked list is displayed. Click on **Next List in Link** again and the second page is called up and so on. Click **Next List in Link** from the last list in the chain and the first primary list is displayed again. To get the second primary list, you must use the Status List Menu again.

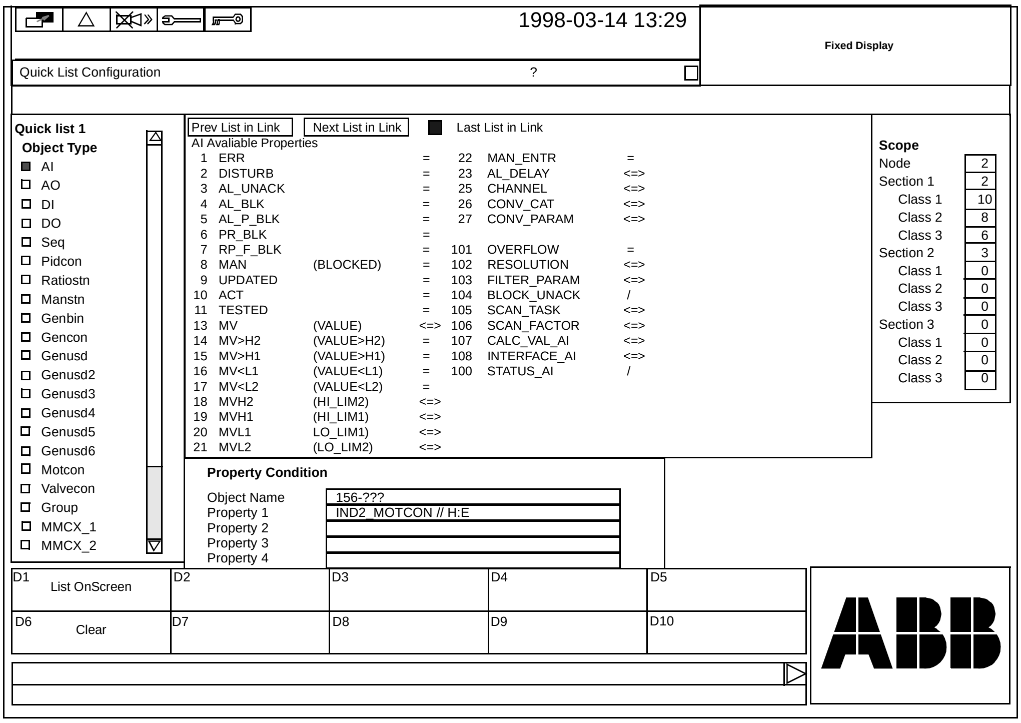
Click on **Prev List in Link** in the primary window/display to page backwards through the linked lists. It will give the last list in the chain and so on.

A maximum of four lists can be linked together. The linked lists are considered to be one list. The linking is system-defined and cannot be altered; however, you decide whether the next list is to be part of the linked list by controlling the **Last List in Link** button.

You configure secondary lists in the same way as primary lists. The only difference is that you cannot specify the parameters **Print Control**, **Digital Output**, **Active List** or **Time & AMPL Controlled List**, since the applicable parameters from the primary lists also apply to the secondary lists. There is no connection between linked lists other than that they are output sequentially for display or printout. In other words, there are no logical connections between the search conditions of the different lists in a chain.

3.5.3 Configuration of the Quick List

You can define one Quick List for each screen. Press the **Status List** key on the operator's keyboard (or select the subitem Status List from the item System Display Keys in the pop-up menu Operation). The following display appears:



Quick list 1

Object Type

- ■ AI
- ☐ AO
- ☐ DI
- ☐ DO
- ☐ Seq
- ☐ Pidcon
- ☐ Ratiostn
- ☐ Manstn
- ☐ Genbin
- ☐ Gencon
- ☐ Genusd
- ☐ Genusd2
- ☐ Genusd3
- ☐ Genusd4
- ☐ Genusd5
- ☐ Genusd6
- ☐ Motcon
- ☐ Valvecon
- ☐ Group
- ☐ MMCX_1
- ☐ MMCX_2

■ Last List in Link

AI Avaliable Properties

1	ERR		=	22	MAN_ENTR	=
2	DISTURB		=	23	AL_DELAY	<=>
3	AL_UNACK		=	25	CHANNEL	<=>
4	AL_BLK		=	26	CONV_CAT	<=>
5	AL_P_BLK		=	27	CONV_PARAM	<=>
6	PR_BLK		=			
7	RP_F_BLK		=	101	OVERFLOW	=
8	MAN	(BLOCKED)	=	102	RESOLUTION	<=>
9	UPDATED		=	103	FILTER_PARAM	<=>
10	ACT		=	104	BLOCK_UNACK	/
11	TESTED		=	105	SCAN_TASK	<=>
13	MV	(VALUE)	<=>	106	SCAN_FACTOR	<=>
14	MV>H2	(VALUE>H2)	=	107	CALC_VAL_AI	<=>
15	MV>H1	(VALUE>H1)	=	108	INTERFACE_AI	<=>
16	MV<L1	(VALUE<L1)	=	100	STATUS_AI	/
17	MV<L2	(VALUE<L2)	=			
18	MVH2	(HI_LIM2)	<=>			
19	MVH1	(HI_LIM1)	<=>			
20	MVL1	LO_LIM1)	<=>			
21	MVL2	(LO_LIM2)	<=>			

Scope

Node	2
Section 1	2
Class 1	10
Class 2	8
Class 3	6
Section 2	3
Class 1	0
Class 2	0
Class 3	0
Section 3	0
Class 1	0
Class 2	0
Class 3	0

Property Condition

Object Name	156-???
Property 1	IND2_MOTCON // H:E
Property 2	
Property 3	
Property 4	

Figure 3-13. Configuration display for the Quick List where AI is activated

Configuring this list does not require authority. It is configured in the same way as the secondary lists.

The difference between the configuration displays for the Quick List and the secondary lists is the parameter **Last List in Link**. This parameter does not appear in the Quick List display since the Quick List cannot be linked to other lists. Also, since you do not have more than one list, **Next List in Link** and **Prev List in Link** are not needed either. In addition, every printout is preceded by a form feed at the same time the search conditions are printed out in the heading of the list.

3.5.3.1 Dynamic Function Keys

The keys D1-D10 on the operator's keyboard correspond to the screen buttons, D1 to D10, at the bottom of the screen. Ten of the twelve function keys on a standard keyboard, marked F1 to F10, correspond to the ten keys/screen buttons.

D1 List on Screen	D2	D3	D4	D5
D6 Clear	D7	D8	D9	D10

Figure 3-14. Dynamic function keys for the Quick List

List on Screen (D1)

Press the **List on Screen** dynamic function key to also initiate the Quick List Presentation from this configuration display.

Clear (D6)

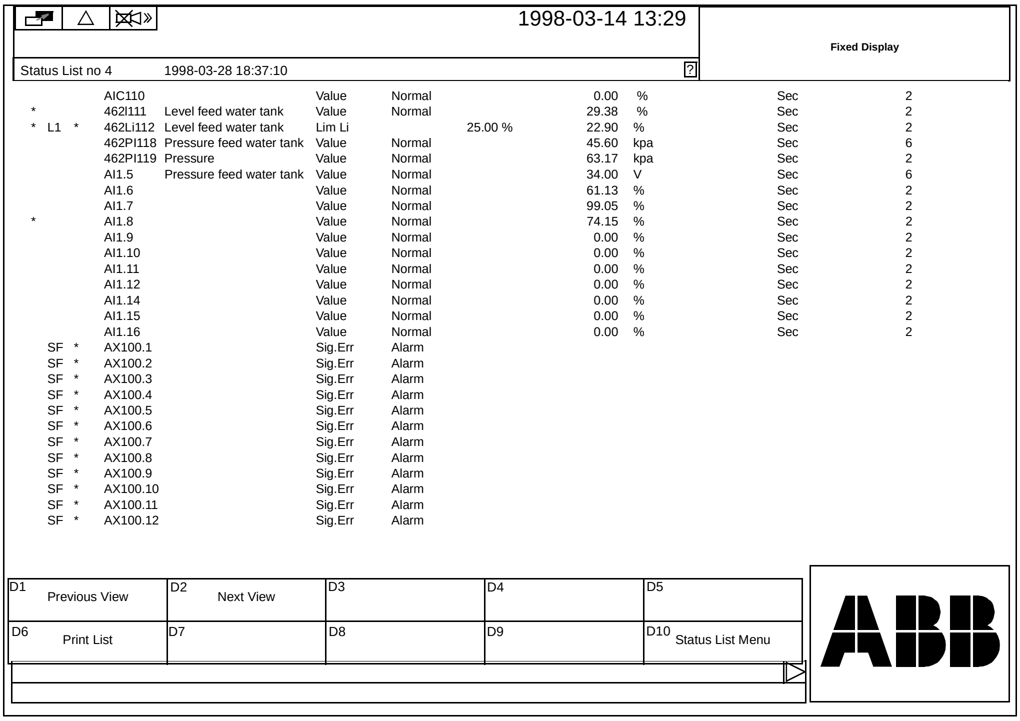
Deletes all the configuration data for the list. Note that all the configuration data are saved until they are changed or deleted.

When you press the **Clear** dynamic function key, the question

OK to clear this configuration (Y/N)?

appears. Depending on your answer, the configured data is deleted or not deleted.

3.5.4 How Objects are Displayed



1998-03-14 13:29

Status List no 4   1998-03-28 18:37:10

			AIC110		Value	Normal		0.00	%	Sec	2
*			462l111	Level feed water tank	Value	Normal		29.38	%	Sec	2
*	L1	*	462Li112	Level feed water tank	Lim Li		25.00 %	22.90	%	Sec	2
			462PI118	Pressure feed water tank	Value	Normal		45.60	kpa	Sec	6
			462PI119	Pressure	Value	Normal		63.17	kpa	Sec	2
			AI1.5	Pressure feed water tank	Value	Normal		34.00	V	Sec	6
			AI1.6		Value	Normal		61.13	%	Sec	2
			AI1.7		Value	Normal		99.05	%	Sec	2
*			AI1.8		Value	Normal		74.15	%	Sec	2
			AI1.9		Value	Normal		0.00	%	Sec	2
			AI1.10		Value	Normal		0.00	%	Sec	2
			AI1.11		Value	Normal		0.00	%	Sec	2
			AI1.12		Value	Normal		0.00	%	Sec	2
			AI1.14		Value	Normal		0.00	%	Sec	2
			AI1.15		Value	Normal		0.00	%	Sec	2
			AI1.16		Value	Normal		0.00	%	Sec	2
	SF	*	AX100.1		Sig.Err	Alarm					
	SF	*	AX100.2		Sig.Err	Alarm					
	SF	*	AX100.3		Sig.Err	Alarm					
	SF	*	AX100.4		Sig.Err	Alarm					
	SF	*	AX100.5		Sig.Err	Alarm					
	SF	*	AX100.6		Sig.Err	Alarm					
	SF	*	AX100.7		Sig.Err	Alarm					
	SF	*	AX100.8		Sig.Err	Alarm					
	SF	*	AX100.9		Sig.Err	Alarm					
	SF	*	AX100.10		Sig.Err	Alarm					
	SF	*	AX100.11		Sig.Err	Alarm					
	SF	*	AX100.12		Sig.Err	Alarm					

Figure 3-15. Status List Presentation on the screen

Objects on the lists are presented with the property and event texts used for normal event processing. Similarly, the color and text combination to be used for presentation is specified by the EVENT_TREAT element referred to by the object concerned. The EVENT_TREAT is described in the AdvaCommand Basic Functions Manual. For an object in normal mode, no event messages are defined. For this reason, EVENT_TREAT element no. 15 is used. In this element, all event and property texts are predefined as 'Normal' and 'Value,' respectively. Like all other texts in EVENT_TREAT elements, these can be changed.

The following relationship applies between the line number in the EVENT data base element, where your own text should be placed, and the object type:

Table 3-1. The relationship between line number and object type

Line number	Object type
1	AI, AO
2	DI, DO
3	PIDCON, MANSTN, RATIOSTN
4	SEQ
5	GENCON
6	GENBIN, GENUSD
7	MOTCON
8	VALVECON
9	GROUP
10	GRPLARM

3.5.5 AMPL Initiated Printout

In order to initiate printout of a Status List from an AMPL (ABB Master Programming Language) program, use the PC element REPORT.

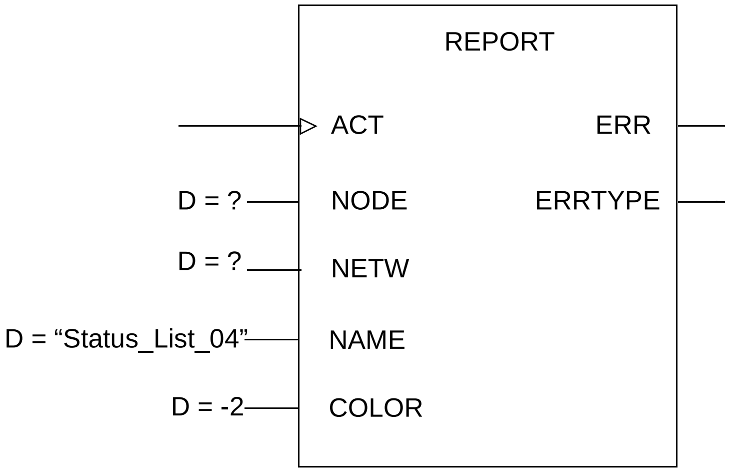


Figure 3-16. PC element REPORT for printout of Status Lists

The AMPL element REPORT:

ACT	Input to activate the element.
NODE	Node number of the operator station node where the list is to be printed out.
NETW	Network number of the bus connecting the host Controller Station with the operator station where the list is to be output.
NAME	The predefined name and number of the Status List. Example: Status_list_04.
COLOR	- 2 = Output to printer.
ERR	Output indicating whether any error has been detected on the link to the operator station.
ERRTYPE	0 = Transmission OK.
	1 = No channel connection to operator station.
	2 = Channel busy. The element makes up to three attempts to transmit the message. Thereafter, it is discarded.
	3 = Attempt at activating the channel when busy.
	4 = Message discarded after three unsuccessful transmission attempts.

NOTE

The Active toggle button for Time & AMPL Controlled List must be activated in order to have the list printed.

3.5.6 Active list

When a list is active, searches are made at regular intervals, default value 30 s. The list is not presented, but if there is at least one object that satisfies the key, this fact is indicated on the menu display for Status Lists and in the display element STLPD01.

Of the predefined lists, 10 may be cyclically updated. If you attempt to specify more than 10 cyclic lists, the following message is displayed:

Maximum number of cyclic lists exceeded, 10 are allowed.

Since active lists generate search requests at regular intervals it is important to remember that searching in many nodes for several object types can take some time. As a general rule you could say that a single search should not take longer than the cycle time between requests. This can easily be tested by requesting the list manually on the screen.

NOTE

There is a number of things that affect the time of a single search request, for example network load, load in the process and operator stations, size of the search condition.

Here follows a list of some hints to consider when you configure active lists.

- If the network contains of many nodes, you should consider to restrict the search to one node or/and a few object types for some of the active lists.
- If the search condition contains many object types, you should consider to restrict the search to one node or/and a few object types for some of the active lists.
- If the active square indicator in the menu display or in the display element turns into yellow this could be an indication that the search takes to long. Try to reduce either the amount of object types in the search condition or restrict the search to one node or/and a few object types for some of the active lists.
- Remember that every linked list generates its own search request.

3.5.7 Connection of an Active List to a Digital Output

If at least one object matches the search key of an active list, it is indicated on the menu display for Status Lists. This indication can also affect a Digital Output. The Digital Output may be a physical or a calculated DO, used for overview panels, alarm/event generation, PC-logic, etc.

NOTE

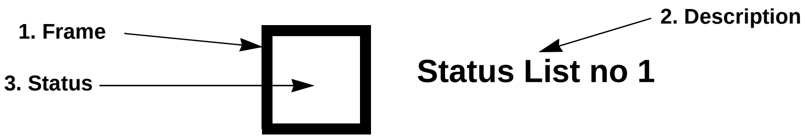
If the list is active when you add or change the DO name in the configuration display, you must deactivate and then activate the list again.

If the DO name is not implemented in any Process Station in the network when you add or change the DO name in the configuration display, you must deactivate and then activate the list again when the DO is implemented.

3.5.8 Display element - STLPD01

Object name: **STL_01 .. STL_50** **Not possible to configure.**

Presentation:



Behavior:

No	Description	Presentation	Condition	Remarks
1	**Frame**		FrameWidth = 2	
2	**Description**	Green	DescriptionVisible = true	DescriptionColor DescriptionFont
3	**Run Status Indication** Shape	□	DataOK = true and Active = false	*Not active*
		⬓	DataOK = true and Active = true and Hit = false	*Active and no object found*
		■	DataOK = true and Active = true and Hit = true	*Active and object found*
	Color	Green	Warning = false	*Normal* NormalColor
		Yellow	Warning = true	*No answer from node* WarningColor

The conditions are in priority order. Underlined parameters are configurable.

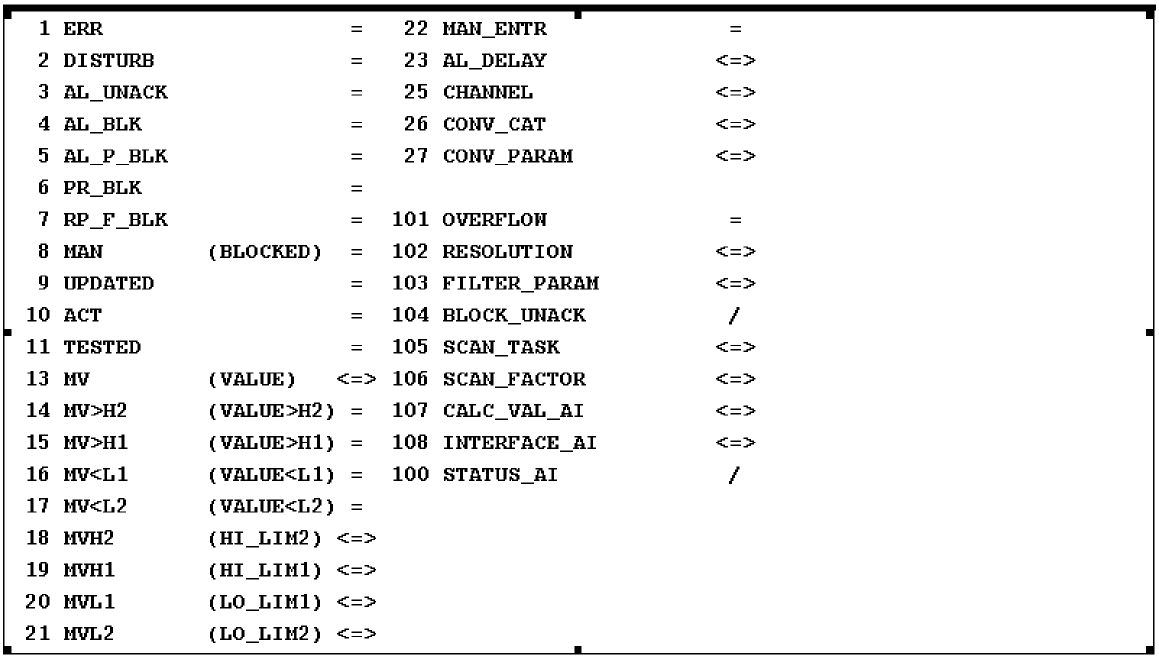
Configuration:

Parameters	Affects	Options (bold is default)	Remarks
FrameWidth	1. Frame	**2**, 1..4	
NormalColor	3. Status indication	**K5** (Green), any color	
WarningColor	3. Status indication	**K3**, (Yellow), any color	
DescriptionVisible	2. Description	**true**, false	
DescriptionColor	2 Description	**K5** (Green), any color	
DescriptionFont	2 Description	**FA40**, any font	

3.5.9 Properties Available for Searching

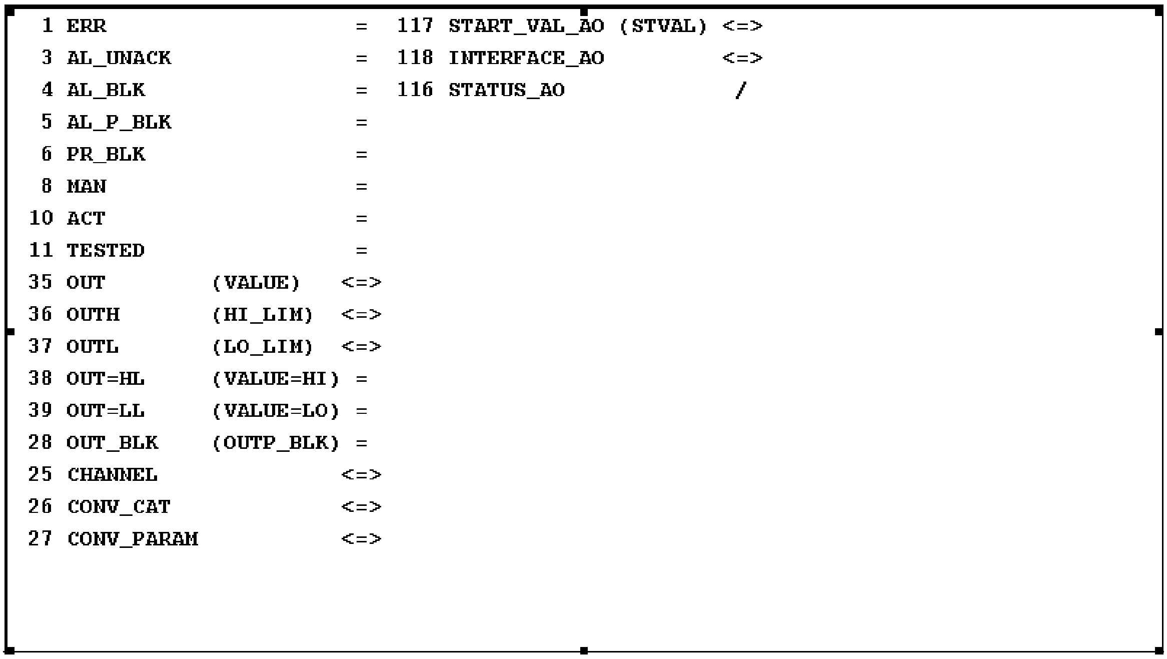
See Section 3.5.1.2, Add or Change a Parameter for a description of the symbols =, <=>, / and / /.

AI



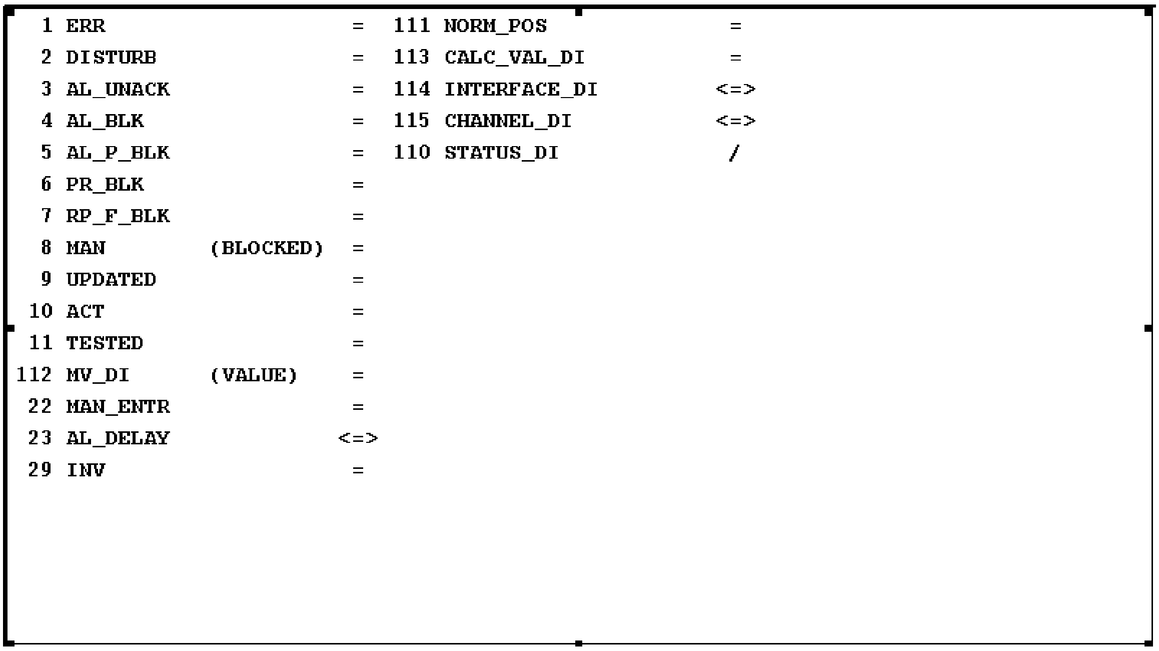
```
  1 ERR                        =   22 MAN_ENTR              =
  2 DISTURB                    =   23 AL_DELAY             <=>
  3 AL_UNACK                   =   25 CHANNEL              <=>
  4 AL_BLK                     =   26 CONV_CAT             <=>
  5 AL_P_BLK                   =   27 CONV_PARAM           <=>
  6 PR_BLK                     =
  7 RP_F_BLK                   =  101 OVERFLOW              =
  8 MAN         (BLOCKED)      =  102 RESOLUTION           <=>
  9 UPDATED                    =  103 FILTER_PARAM         <=>
 10 ACT                        =  104 BLOCK_UNACK           /
 11 TESTED                     =  105 SCAN_TASK            <=>
 13 MV          (VALUE)      <=>  106 SCAN_FACTOR          <=>
 14 MV>H2       (VALUE>H2)     =  107 CALC_VAL_AI          <=>
 15 MV>H1       (VALUE>H1)     =  108 INTERFACE_AI         <=>
 16 MV<L1       (VALUE<L1)     =  100 STATUS_AI             /
 17 MV<L2       (VALUE<L2)     =
 18 MVH2        (HI_LIM2)    <=>
 19 MVH1        (HI_LIM1)    <=>
 20 MVL1        (LO_LIM1)    <=>
 21 MVL2        (LO_LIM2)    <=>
```

AO



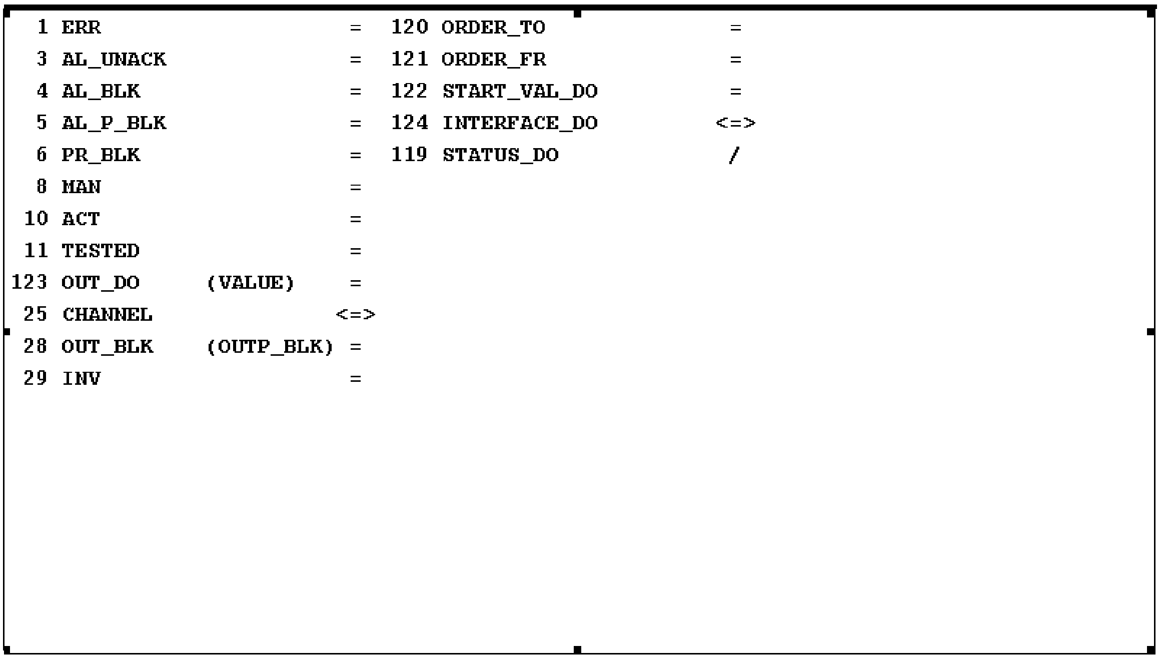
```
  1 ERR                        =  117 START_VAL_AO (STVAL) <=>
  3 AL_UNACK                   =  118 INTERFACE_AO         <=>
  4 AL_BLK                     =  116 STATUS_AO             /
  5 AL_P_BLK                   =
  6 PR_BLK                     =
  8 MAN                        =
 10 ACT                        =
 11 TESTED                     =
 35 OUT         (VALUE)      <=>
 36 OUTH        (HI_LIM)     <=>
 37 OUTL        (LO_LIM)     <=>
 38 OUT=HL      (VALUE=HI)     =
 39 OUT=LL      (VALUE=LO)     =
 28 OUT_BLK     (OUTP_BLK)     =
 25 CHANNEL                  <=>
 26 CONV_CAT                 <=>
 27 CONV_PARAM               <=>
```

DI



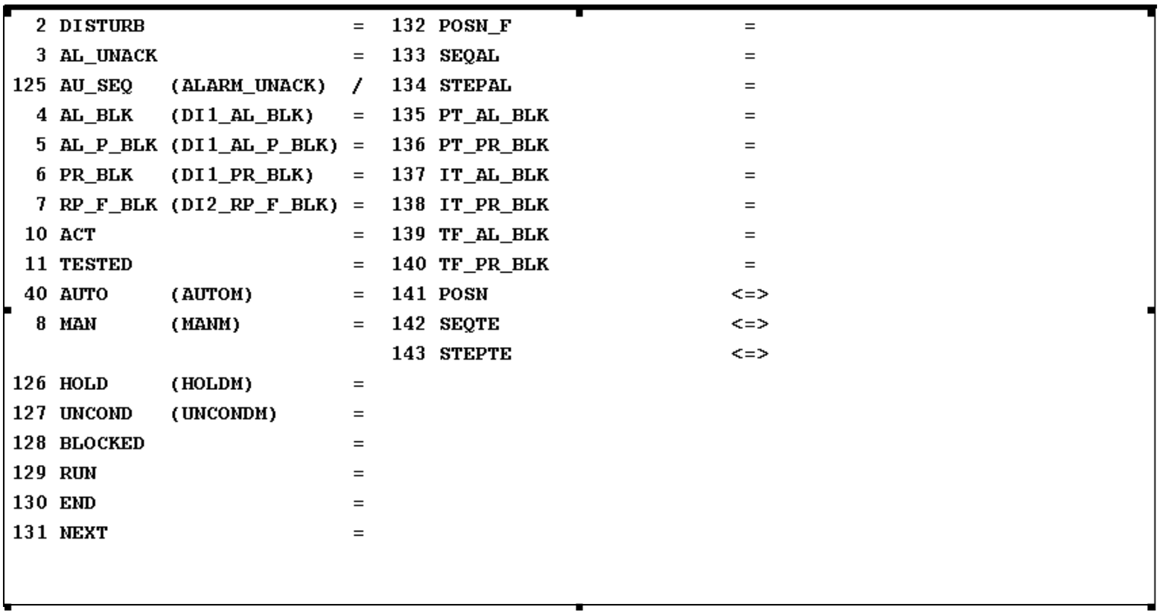
```
  1 ERR                   =  111 NORM_POS          =
  2 DISTURB               =  113 CALC_VAL_DI       =
  3 AL_UNACK              =  114 INTERFACE_DI     <=>
  4 AL_BLK                =  115 CHANNEL_DI       <=>
  5 AL_P_BLK              =  110 STATUS_DI         /
  6 PR_BLK                =
  7 RP_F_BLK              =
  8 MAN       (BLOCKED)   =
  9 UPDATED               =
 10 ACT                   =
 11 TESTED                =
112 MV_DI     (VALUE)     =
 22 MAN_ENTR              =
 23 AL_DELAY             <=>
 29 INV                   =
```

DO



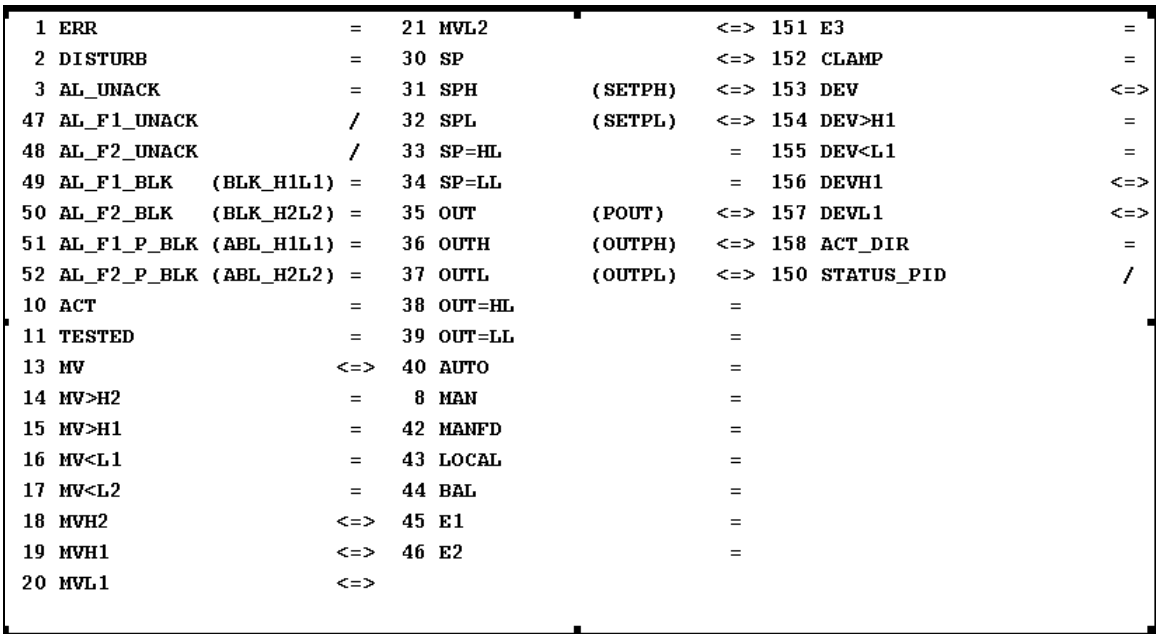
```
  1 ERR                   =  120 ORDER_TO          =
  3 AL_UNACK              =  121 ORDER_FR          =
  4 AL_BLK                =  122 START_VAL_DO      =
  5 AL_P_BLK              =  124 INTERFACE_DO     <=>
  6 PR_BLK                =  119 STATUS_DO         /
  8 MAN                   =
 10 ACT                   =
 11 TESTED                =
123 OUT_DO    (VALUE)     =
 25 CHANNEL              <=>
 28 OUT_BLK   (OUTP_BLK)  =
 29 INV                   =
```

SEQ



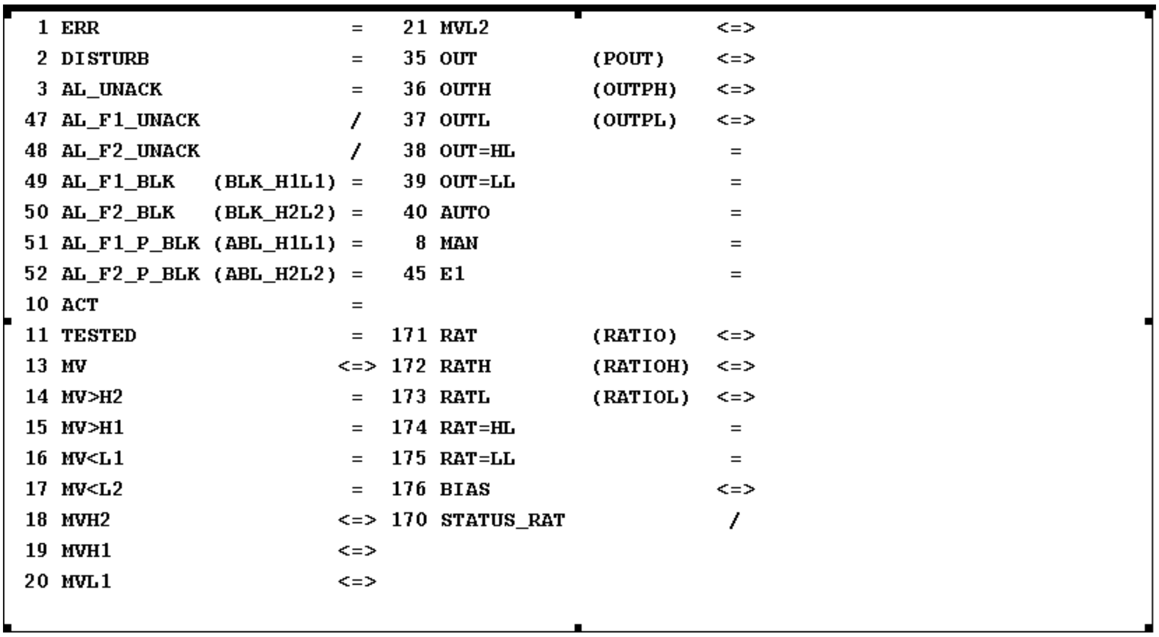
```
  2 DISTURB                 =  132 POSN_F                =
  3 AL_UNACK                =  133 SEQAL                 =
125 AU_SEQ   (ALARM_UNACK)  /  134 STEPAL                =
  4 AL_BLK   (DI1_AL_BLK)   =  135 PT_AL_BLK             =
  5 AL_P_BLK (DI1_AL_P_BLK) =  136 PT_PR_BLK             =
  6 PR_BLK   (DI1_PR_BLK)   =  137 IT_AL_BLK             =
  7 RP_F_BLK (DI2_RP_F_BLK) =  138 IT_PR_BLK             =
 10 ACT                     =  139 TF_AL_BLK             =
 11 TESTED                  =  140 TF_PR_BLK             =
 40 AUTO     (AUTOM)        =  141 POSN                <=>
  8 MAN      (MANM)         =  142 SEQTE               <=>
                               143 STEPTE              <=>
126 HOLD     (HOLDM)        =
127 UNCOND   (UNCONDM)      =
128 BLOCKED                 =
129 RUN                     =
130 END                     =
131 NEXT                    =
```

PIDCON



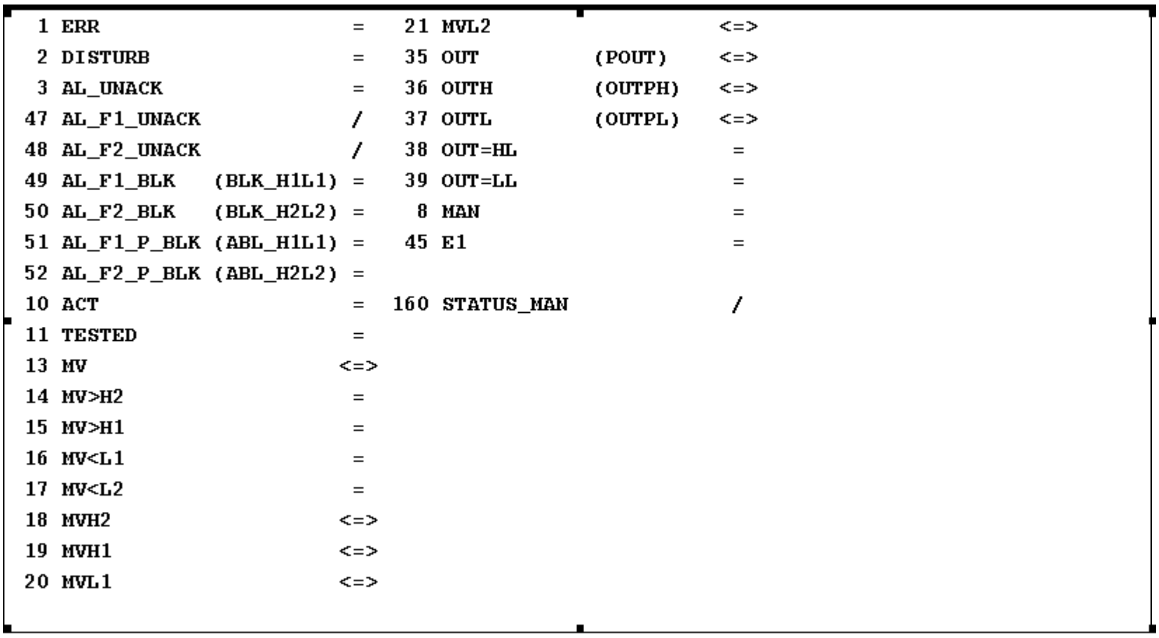
```
  1 ERR                      =   21 MVL2                <=> 151 E3                 =
  2 DISTURB                  =   30 SP                  <=> 152 CLAMP              =
  3 AL_UNACK                 =   31 SPH       (SETPH)   <=> 153 DEV              <=>
 47 AL_F1_UNACK              /   32 SPL       (SETPL)   <=> 154 DEV>H1             =
 48 AL_F2_UNACK              /   33 SP=HL                =  155 DEV<L1             =
 49 AL_F1_BLK   (BLK_H1L1)   =   34 SP=LL                =  156 DEVH1            <=>
 50 AL_F2_BLK   (BLK_H2L2)   =   35 OUT       (POUT)    <=> 157 DEVL1            <=>
 51 AL_F1_P_BLK (ABL_H1L1)   =   36 OUTH      (OUTPH)   <=> 158 ACT_DIR            =
 52 AL_F2_P_BLK (ABL_H2L2)   =   37 OUTL      (OUTPL)   <=> 150 STATUS_PID         /
 10 ACT                      =   38 OUT=HL               =
 11 TESTED                   =   39 OUT=LL               =
 13 MV                     <=>  40 AUTO                 =
 14 MV>H2                    =    8 MAN                  =
 15 MV>H1                    =   42 MANFD                =
 16 MV<L1                    =   43 LOCAL                =
 17 MV<L2                    =   44 BAL                  =
 18 MVH2                    <=>  45 E1                   =
 19 MVH1                    <=>  46 E2                   =
 20 MVL1                    <=>
```

RATIOSTN



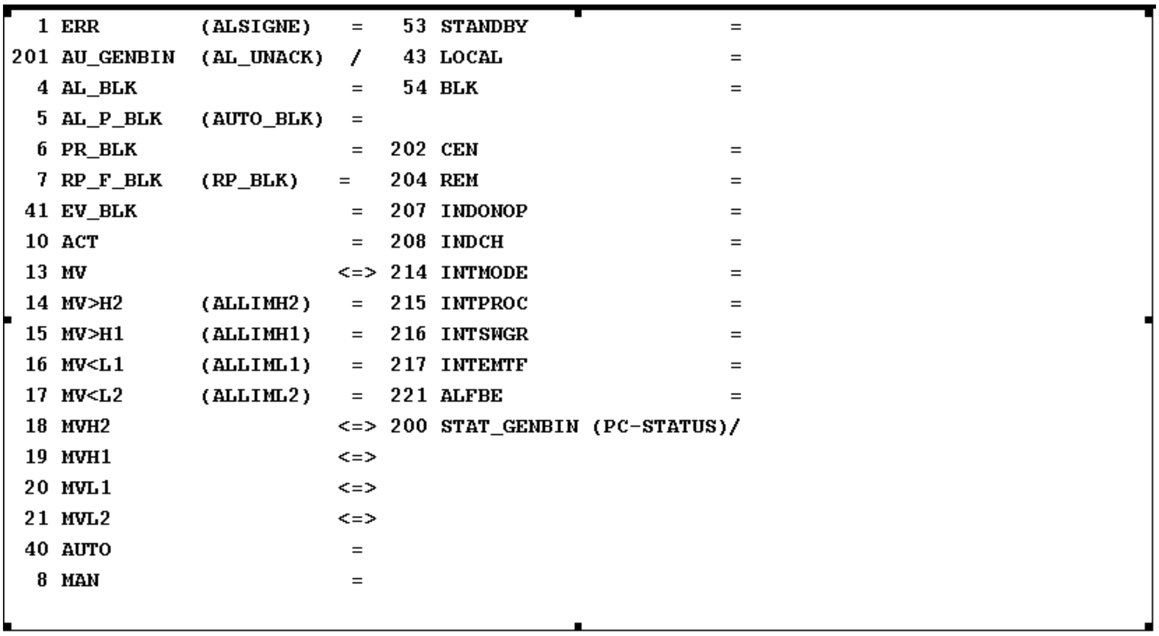
```
 1 ERR                      =   21 MVL2                    <=>
 2 DISTURB                  =   35 OUT         (POUT)      <=>
 3 AL_UNACK                 =   36 OUTH        (OUTPH)     <=>
47 AL_F1_UNACK              /   37 OUTL        (OUTPL)     <=>
48 AL_F2_UNACK              /   38 OUT=HL                    =
49 AL_F1_BLK   (BLK_H1L1)   =   39 OUT=LL                    =
50 AL_F2_BLK   (BLK_H2L2)   =   40 AUTO                      =
51 AL_F1_P_BLK (ABL_H1L1)   =    8 MAN                       =
52 AL_F2_P_BLK (ABL_H2L2)   =   45 E1                        =
10 ACT                      =
11 TESTED                   =  171 RAT         (RATIO)     <=>
13 MV                     <=>  172 RATH        (RATIOH)    <=>
14 MV>H2                    =  173 RATL        (RATIOL)    <=>
15 MV>H1                    =  174 RAT=HL                    =
16 MV<L1                    =  175 RAT=LL                    =
17 MV<L2                    =  176 BIAS                    <=>
18 MVH2                   <=>  170 STATUS_RAT                /
19 MVH1                   <=>
20 MVL1                   <=>
```

MANSTN



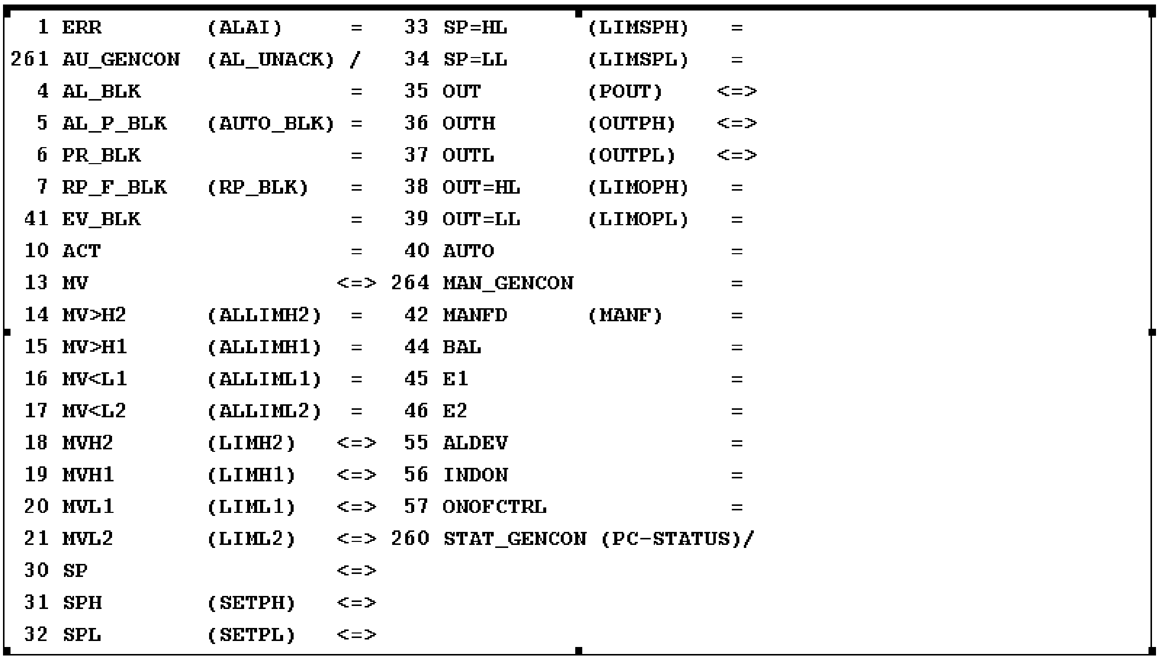
```
 1 ERR                      =   21 MVL2                    <=>
 2 DISTURB                  =   35 OUT         (POUT)      <=>
 3 AL_UNACK                 =   36 OUTH        (OUTPH)     <=>
47 AL_F1_UNACK              /   37 OUTL        (OUTPL)     <=>
48 AL_F2_UNACK              /   38 OUT=HL                    =
49 AL_F1_BLK   (BLK_H1L1)   =   39 OUT=LL                    =
50 AL_F2_BLK   (BLK_H2L2)   =    8 MAN                       =
51 AL_F1_P_BLK (ABL_H1L1)   =   45 E1                        =
52 AL_F2_P_BLK (ABL_H2L2)   =
10 ACT                      =  160 STATUS_MAN                /
11 TESTED                   =
13 MV                     <=>
14 MV>H2                    =
15 MV>H1                    =
16 MV<L1                    =
17 MV<L2                    =
18 MVH2                   <=>
19 MVH1                   <=>
20 MVL1                   <=>
```

GENBIN



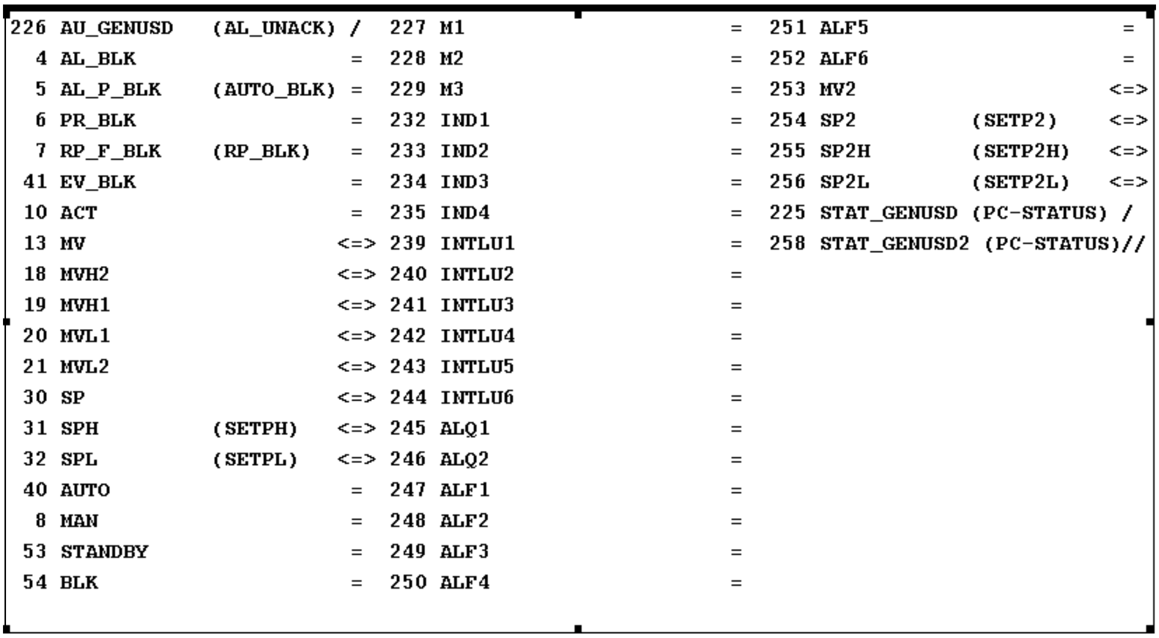
```
  1 ERR        (ALSIGNE)   =    53 STANDBY              =
201 AU_GENBIN  (AL_UNACK)  /    43 LOCAL                =
  4 AL_BLK                 =    54 BLK                  =
  5 AL_P_BLK   (AUTO_BLK)  =
  6 PR_BLK                 =   202 CEN                  =
  7 RP_F_BLK   (RP_BLK)   =    204 REM                  =
 41 EV_BLK                 =   207 INDONOP              =
 10 ACT                    =   208 INDCH                =
 13 MV                    <=>  214 INTMODE              =
 14 MV>H2      (ALLIMH2)   =   215 INTPROC              =
 15 MV>H1      (ALLIMH1)   =   216 INTSWGR              =
 16 MV<L1      (ALLIML1)   =   217 INTEMTF              =
 17 MV<L2      (ALLIML2)   =   221 ALFBE                =
 18 MVH2                  <=>  200 STAT_GENBIN (PC-STATUS)/
 19 MVH1                  <=>
 20 MVL1                  <=>
 21 MVL2                  <=>
 40 AUTO                   =
  8 MAN                    =
```

GENCON



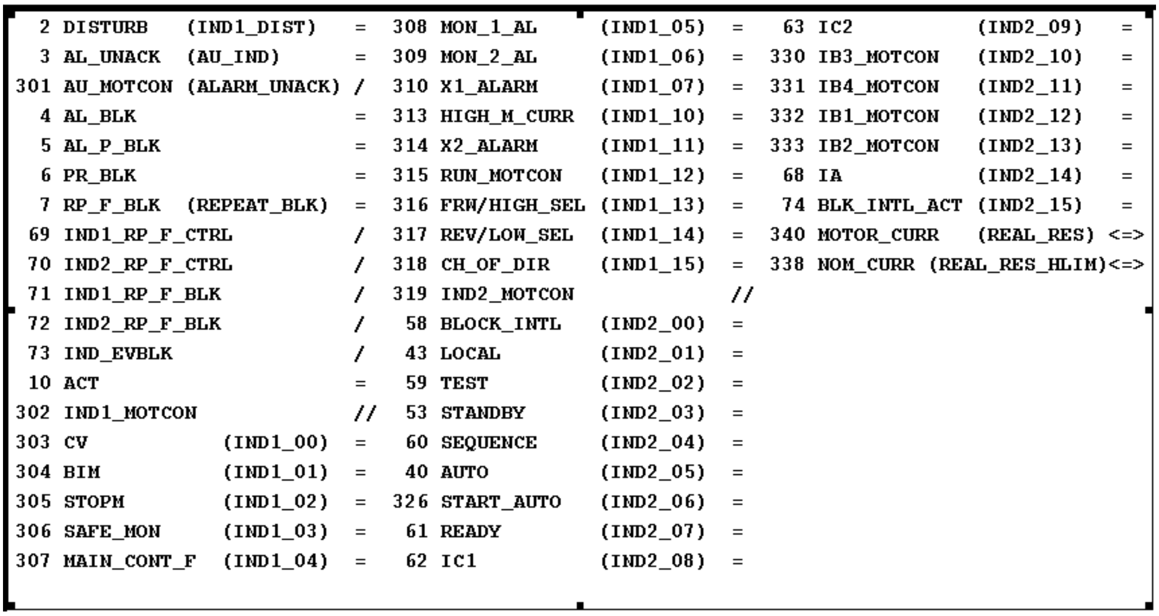
```
  1 ERR        (ALAI)      =    33 SP=HL      (LIMSPH)   =
261 AU_GENCON  (AL_UNACK) /     34 SP=LL      (LIMSPL)   =
  4 AL_BLK                 =    35 OUT        (POUT)    <=>
  5 AL_P_BLK   (AUTO_BLK) =     36 OUTH       (OUTPH)   <=>
  6 PR_BLK                 =    37 OUTL       (OUTPL)   <=>
  7 RP_F_BLK   (RP_BLK)    =    38 OUT=HL     (LIMOPH)   =
 41 EV_BLK                 =    39 OUT=LL     (LIMOPL)   =
 10 ACT                    =    40 AUTO                  =
 13 MV                    <=>  264 MAN_GENCON            =
 14 MV>H2      (ALLIMH2)   =    42 MANFD      (MANF)     =
 15 MV>H1      (ALLIMH1)   =    44 BAL                   =
 16 MV<L1      (ALLIML1)   =    45 E1                    =
 17 MV<L2      (ALLIML2)   =    46 E2                    =
 18 MVH2       (LIMH2)    <=>   55 ALDEV                 =
 19 MVH1       (LIMH1)    <=>   56 INDON                 =
 20 MVL1       (LIML1)    <=>   57 ONOFCTRL              =
 21 MVL2       (LIML2)    <=>  260 STAT_GENCON (PC-STATUS)/
 30 SP                    <=>
 31 SPH        (SETPH)    <=>
 32 SPL        (SETPL)    <=>
```

GENUSD



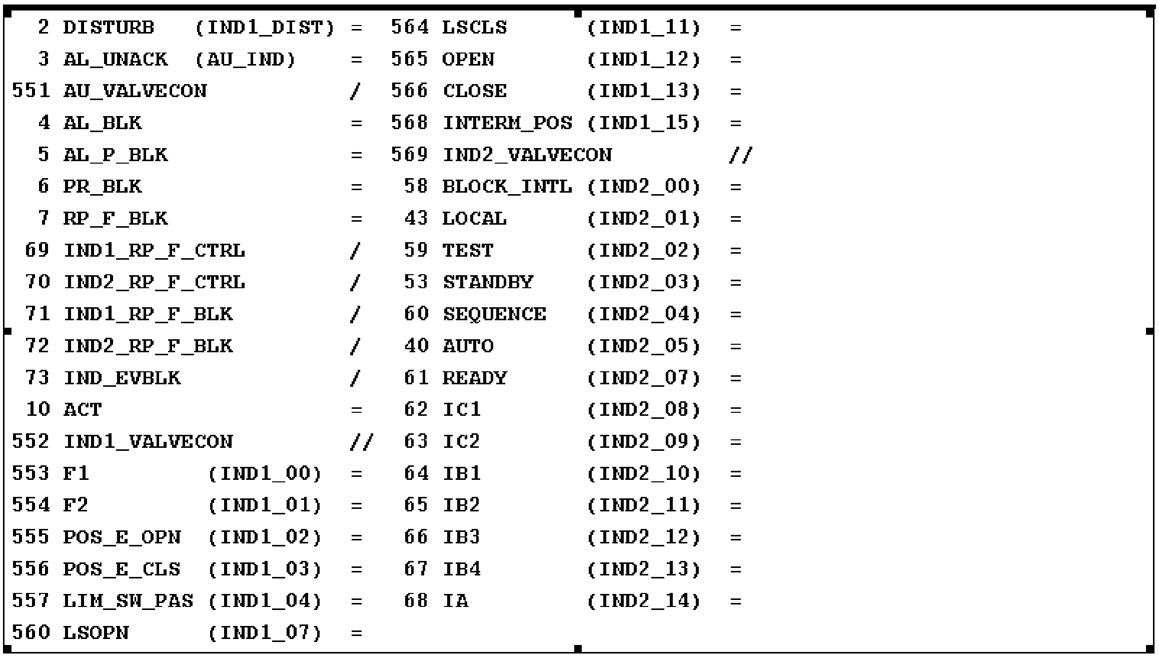
```
226 AU_GENUSD   (AL_UNACK) /  227 M1                   =  251 ALF5                  =
  4 AL_BLK                 =  228 M2                   =  252 ALF6                  =
  5 AL_P_BLK    (AUTO_BLK) =  229 M3                   =  253 MV2                 <=>
  6 PR_BLK                 =  232 IND1                 =  254 SP2         (SETP2)   <=>
  7 RP_F_BLK    (RP_BLK)   =  233 IND2                 =  255 SP2H        (SETP2H)  <=>
 41 EV_BLK                 =  234 IND3                 =  256 SP2L        (SETP2L)  <=>
 10 ACT                    =  235 IND4                 =  225 STAT_GENUSD (PC-STATUS) /
 13 MV                   <=>  239 INTLU1               =  258 STAT_GENUSD2 (PC-STATUS)//
 18 MVH2                 <=>  240 INTLU2               =
 19 MVH1                 <=>  241 INTLU3               =
 20 MVL1                 <=>  242 INTLU4               =
 21 MVL2                 <=>  243 INTLU5               =
 30 SP                   <=>  244 INTLU6               =
 31 SPH         (SETPH)  <=>  245 ALQ1                 =
 32 SPL         (SETPL)  <=>  246 ALQ2                 =
 40 AUTO                   =  247 ALF1                 =
  8 MAN                    =  248 ALF2                 =
 53 STANDBY                =  249 ALF3                 =
 54 BLK                    =  250 ALF4                 =
```

MOTCON



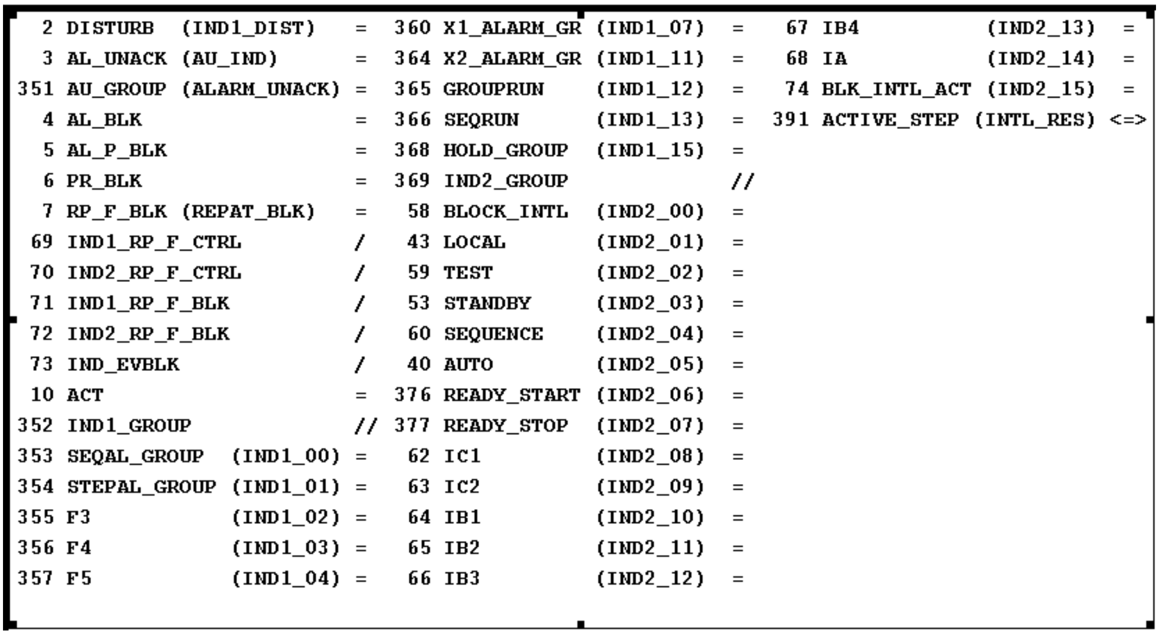
```
  2 DISTURB   (IND1_DIST)   =  308 MON_1_AL     (IND1_05)  =   63 IC2          (IND2_09)   =
  3 AL_UNACK  (AU_IND)      =  309 MON_2_AL     (IND1_06)  =  330 IB3_MOTCON   (IND2_10)   =
301 AU_MOTCON (ALARM_UNACK) /  310 X1_ALARM     (IND1_07)  =  331 IB4_MOTCON   (IND2_11)   =
  4 AL_BLK                  =  313 HIGH_M_CURR  (IND1_10)  =  332 IB1_MOTCON   (IND2_12)   =
  5 AL_P_BLK                =  314 X2_ALARM     (IND1_11)  =  333 IB2_MOTCON   (IND2_13)   =
  6 PR_BLK                  =  315 RUN_MOTCON   (IND1_12)  =   68 IA           (IND2_14)   =
  7 RP_F_BLK  (REPEAT_BLK)  =  316 FRW/HIGH_SEL (IND1_13)  =   74 BLK_INTL_ACT (IND2_15)   =
 69 IND1_RP_F_CTRL          /  317 REV/LOW_SEL  (IND1_14)  =  340 MOTOR_CURR   (REAL_RES) <=>
 70 IND2_RP_F_CTRL          /  318 CH_OF_DIR    (IND1_15)  =  338 NOM_CURR (REAL_RES_HLIM)<=>
 71 IND1_RP_F_BLK           /  319 IND2_MOTCON            //
 72 IND2_RP_F_BLK           /   58 BLOCK_INTL   (IND2_00)  =
 73 IND_EVBLK               /   43 LOCAL        (IND2_01)  =
 10 ACT                     =   59 TEST         (IND2_02)  =
302 IND1_MOTCON            //   53 STANDBY      (IND2_03)  =
303 CV           (IND1_00)  =   60 SEQUENCE     (IND2_04)  =
304 BIM          (IND1_01)  =   40 AUTO         (IND2_05)  =
305 STOPM        (IND1_02)  =  326 START_AUTO   (IND2_06)  =
306 SAFE_MON     (IND1_03)  =   61 READY        (IND2_07)  =
307 MAIN_CONT_F  (IND1_04)  =   62 IC1          (IND2_08)  =
```

VALVECON



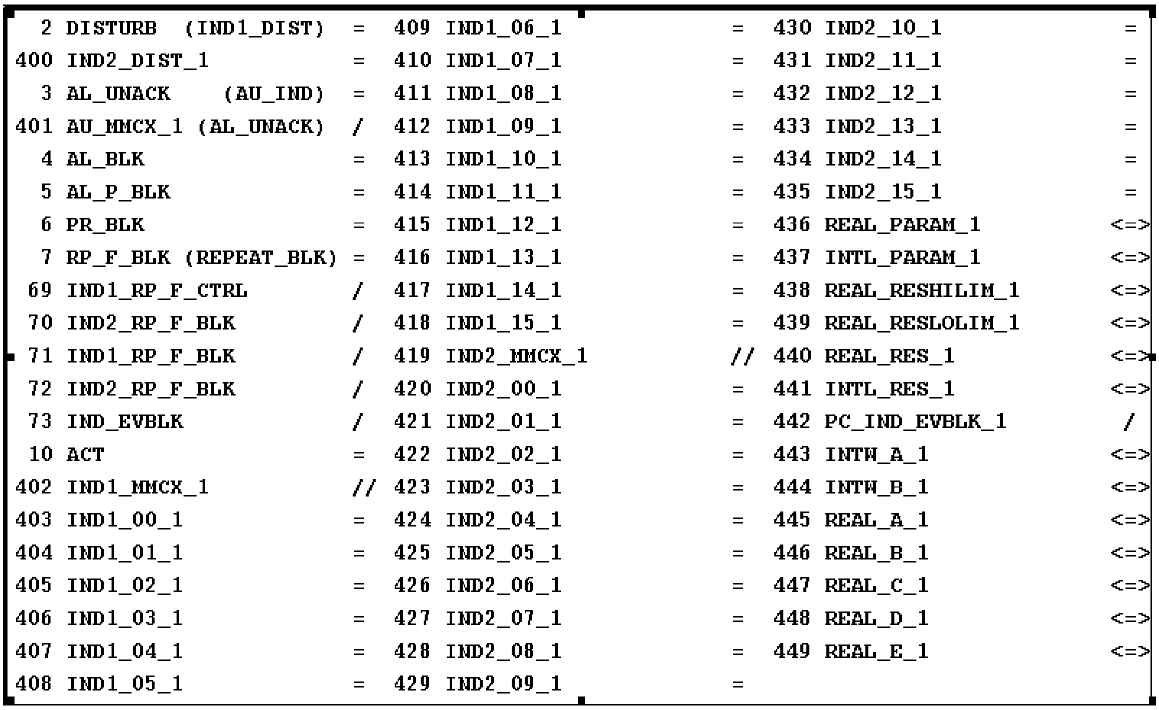
```
  2 DISTURB   (IND1_DIST) =  564 LSCLS      (IND1_11)  =
  3 AL_UNACK  (AU_IND)    =  565 OPEN       (IND1_12)  =
551 AU_VALVECON           /  566 CLOSE      (IND1_13)  =
  4 AL_BLK                =  568 INTERM_POS (IND1_15)  =
  5 AL_P_BLK              =  569 IND2_VALVECON         //
  6 PR_BLK                =   58 BLOCK_INTL (IND2_00)  =
  7 RP_F_BLK              =   43 LOCAL      (IND2_01)  =
 69 IND1_RP_F_CTRL        /   59 TEST       (IND2_02)  =
 70 IND2_RP_F_CTRL        /   53 STANDBY    (IND2_03)  =
 71 IND1_RP_F_BLK         /   60 SEQUENCE   (IND2_04)  =
 72 IND2_RP_F_BLK         /   40 AUTO       (IND2_05)  =
 73 IND_EVBLK             /   61 READY      (IND2_07)  =
 10 ACT                   =   62 IC1        (IND2_08)  =
552 IND1_VALVECON         //  63 IC2        (IND2_09)  =
553 F1         (IND1_00)  =   64 IB1        (IND2_10)  =
554 F2         (IND1_01)  =   65 IB2        (IND2_11)  =
555 POS_E_OPN  (IND1_02)  =   66 IB3        (IND2_12)  =
556 POS_E_CLS  (IND1_03)  =   67 IB4        (IND2_13)  =
557 LIM_SW_PAS (IND1_04)  =   68 IA         (IND2_14)  =
560 LSOPN      (IND1_07)  =
```

GROUP



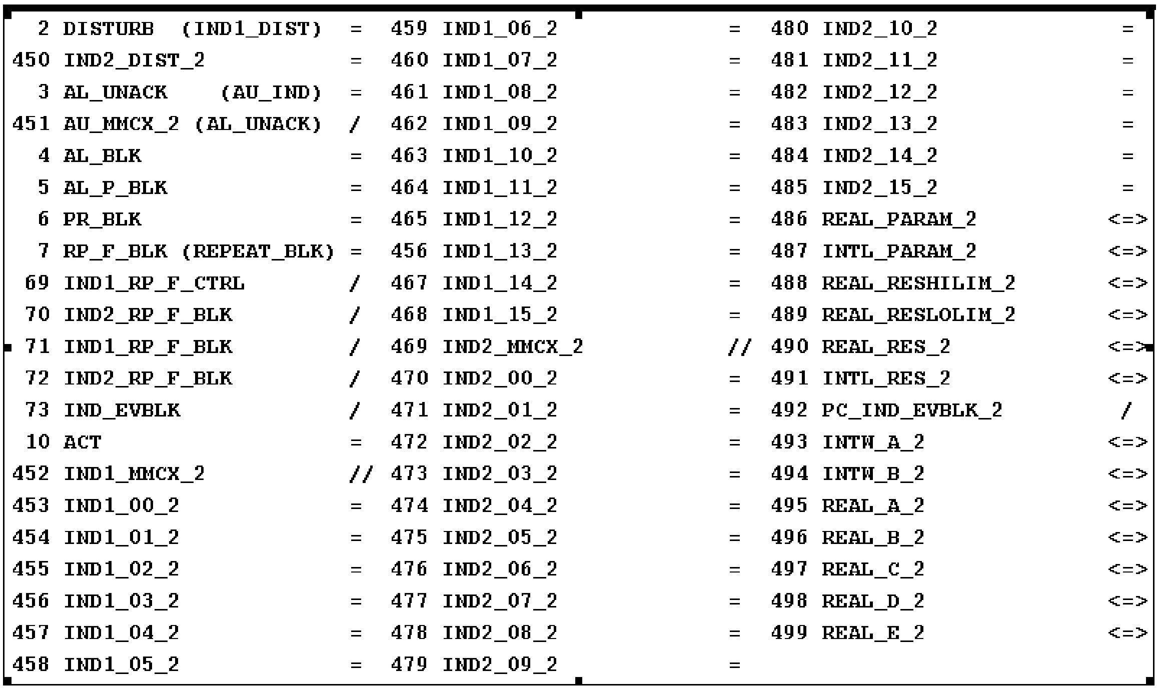
```
  2 DISTURB  (IND1_DIST)   =  360 X1_ALARM_GR (IND1_07)  =   67 IB4          (IND2_13)  =
  3 AL_UNACK (AU_IND)      =  364 X2_ALARM_GR (IND1_11)  =   68 IA           (IND2_14)  =
351 AU_GROUP (ALARM_UNACK) =  365 GROUPRUN    (IND1_12)  =   74 BLK_INTL_ACT (IND2_15)  =
  4 AL_BLK                 =  366 SEQRUN      (IND1_13)  =  391 ACTIVE_STEP  (INTL_RES) <=>
  5 AL_P_BLK               =  368 HOLD_GROUP  (IND1_15)  =
  6 PR_BLK                 =  369 IND2_GROUP             //
  7 RP_F_BLK (REPAT_BLK)   =   58 BLOCK_INTL  (IND2_00)  =
 69 IND1_RP_F_CTRL         /   43 LOCAL       (IND2_01)  =
 70 IND2_RP_F_CTRL         /   59 TEST        (IND2_02)  =
 71 IND1_RP_F_BLK          /   53 STANDBY     (IND2_03)  =
 72 IND2_RP_F_BLK          /   60 SEQUENCE    (IND2_04)  =
 73 IND_EVBLK              /   40 AUTO        (IND2_05)  =
 10 ACT                    =  376 READY_START (IND2_06)  =
352 IND1_GROUP             // 377 READY_STOP  (IND2_07)  =
353 SEQAL_GROUP  (IND1_00)  =   62 IC1         (IND2_08)  =
354 STEPAL_GROUP (IND1_01)  =   63 IC2         (IND2_09)  =
355 F3           (IND1_02)  =   64 IB1         (IND2_10)  =
356 F4           (IND1_03)  =   65 IB2         (IND2_11)  =
357 F5           (IND1_04)  =   66 IB3         (IND2_12)  =
```

MMCX_1



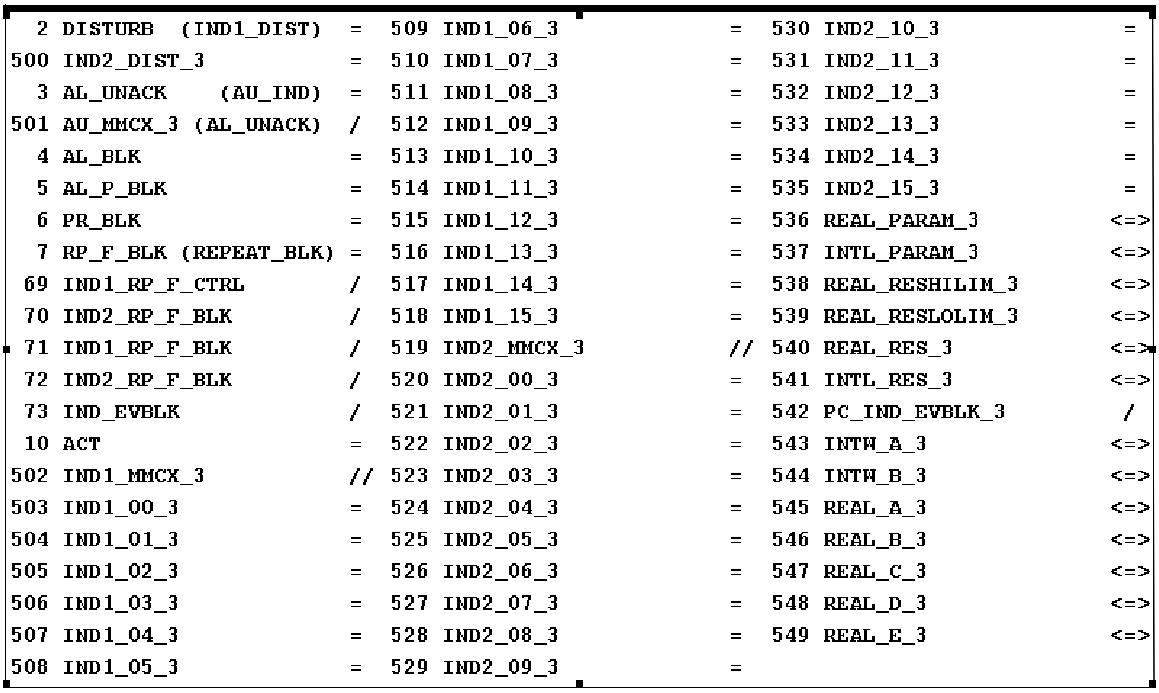
```
  2 DISTURB  (IND1_DIST)  =  409 IND1_06_1            =  430 IND2_10_1            =
400 IND2_DIST_1           =  410 IND1_07_1            =  431 IND2_11_1            =
  3 AL_UNACK    (AU_IND)  =  411 IND1_08_1            =  432 IND2_12_1            =
401 AU_MMCX_1 (AL_UNACK)  /  412 IND1_09_1            =  433 IND2_13_1            =
  4 AL_BLK                =  413 IND1_10_1            =  434 IND2_14_1            =
  5 AL_P_BLK              =  414 IND1_11_1            =  435 IND2_15_1            =
  6 PR_BLK                =  415 IND1_12_1            =  436 REAL_PARAM_1       <=>
  7 RP_F_BLK (REPEAT_BLK) =  416 IND1_13_1            =  437 INTL_PARAM_1       <=>
 69 IND1_RP_F_CTRL        /  417 IND1_14_1            =  438 REAL_RESHILIM_1    <=>
 70 IND2_RP_F_BLK         /  418 IND1_15_1            =  439 REAL_RESLOLIM_1    <=>
 71 IND1_RP_F_BLK         /  419 IND2_MMCX_1          // 440 REAL_RES_1         <=>
 72 IND2_RP_F_BLK         /  420 IND2_00_1            =  441 INTL_RES_1         <=>
 73 IND_EVBLK             /  421 IND2_01_1            =  442 PC_IND_EVBLK_1      /
 10 ACT                   =  422 IND2_02_1            =  443 INTW_A_1           <=>
402 IND1_MMCX_1           // 423 IND2_03_1            =  444 INTW_B_1           <=>
403 IND1_00_1             =  424 IND2_04_1            =  445 REAL_A_1           <=>
404 IND1_01_1             =  425 IND2_05_1            =  446 REAL_B_1           <=>
405 IND1_02_1             =  426 IND2_06_1            =  447 REAL_C_1           <=>
406 IND1_03_1             =  427 IND2_07_1            =  448 REAL_D_1           <=>
407 IND1_04_1             =  428 IND2_08_1            =  449 REAL_E_1           <=>
408 IND1_05_1             =  429 IND2_09_1            =
```

MMCX_2



```
  2 DISTURB  (IND1_DIST)  =  459 IND1_06_2            =  480 IND2_10_2            =
450 IND2_DIST_2           =  460 IND1_07_2            =  481 IND2_11_2            =
  3 AL_UNACK    (AU_IND)  =  461 IND1_08_2            =  482 IND2_12_2            =
451 AU_MMCX_2 (AL_UNACK)  /  462 IND1_09_2            =  483 IND2_13_2            =
  4 AL_BLK                =  463 IND1_10_2            =  484 IND2_14_2            =
  5 AL_P_BLK              =  464 IND1_11_2            =  485 IND2_15_2            =
  6 PR_BLK                =  465 IND1_12_2            =  486 REAL_PARAM_2       <=>
  7 RP_F_BLK (REPEAT_BLK) =  456 IND1_13_2            =  487 INTL_PARAM_2       <=>
 69 IND1_RP_F_CTRL        /  467 IND1_14_2            =  488 REAL_RESHILIM_2    <=>
 70 IND2_RP_F_BLK         /  468 IND1_15_2            =  489 REAL_RESLOLIM_2    <=>
 71 IND1_RP_F_BLK         /  469 IND2_MMCX_2          // 490 REAL_RES_2         <=>
 72 IND2_RP_F_BLK         /  470 IND2_00_2            =  491 INTL_RES_2         <=>
 73 IND_EVBLK             /  471 IND2_01_2            =  492 PC_IND_EVBLK_2      /
 10 ACT                   =  472 IND2_02_2            =  493 INTW_A_2           <=>
452 IND1_MMCX_2           // 473 IND2_03_2            =  494 INTW_B_2           <=>
453 IND1_00_2             =  474 IND2_04_2            =  495 REAL_A_2           <=>
454 IND1_01_2             =  475 IND2_05_2            =  496 REAL_B_2           <=>
455 IND1_02_2             =  476 IND2_06_2            =  497 REAL_C_2           <=>
456 IND1_03_2             =  477 IND2_07_2            =  498 REAL_D_2           <=>
457 IND1_04_2             =  478 IND2_08_2            =  499 REAL_E_2           <=>
458 IND1_05_2             =  479 IND2_09_2            =
```

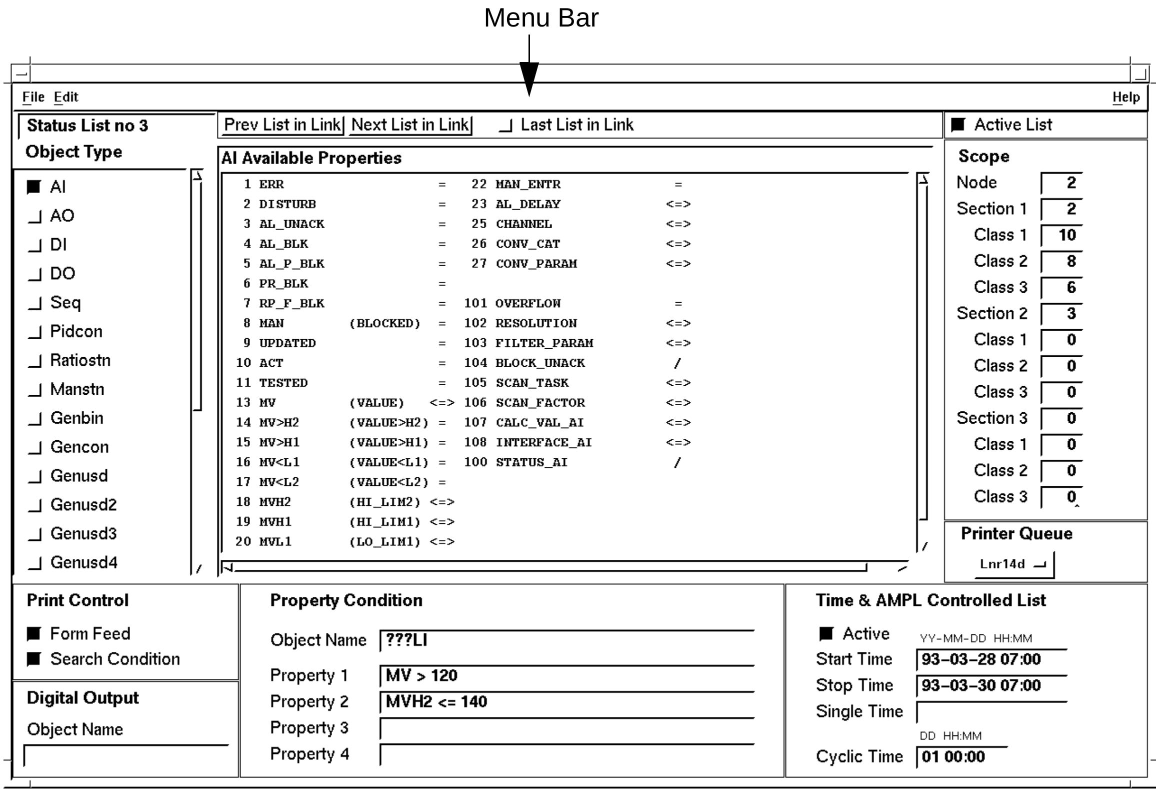
MMCX_3



```
  2 DISTURB  (IND1_DIST)  =  509 IND1_06_3             =  530 IND2_10_3           =
500 IND2_DIST_3           =  510 IND1_07_3             =  531 IND2_11_3           =
  3 AL_UNACK    (AU_IND)  =  511 IND1_08_3             =  532 IND2_12_3           =
501 AU_MMCX_3 (AL_UNACK)  /  512 IND1_09_3             =  533 IND2_13_3           =
  4 AL_BLK                =  513 IND1_10_3             =  534 IND2_14_3           =
  5 AL_P_BLK              =  514 IND1_11_3             =  535 IND2_15_3           =
  6 PR_BLK                =  515 IND1_12_3             =  536 REAL_PARAM_3      <=>
  7 RP_F_BLK (REPEAT_BLK) =  516 IND1_13_3             =  537 INTL_PARAM_3      <=>
 69 IND1_RP_F_CTRL        /  517 IND1_14_3             =  538 REAL_RESHILIM_3   <=>
 70 IND2_RP_F_BLK         /  518 IND1_15_3             =  539 REAL_RESLOLIM_3   <=>
 71 IND1_RP_F_BLK         /  519 IND2_MMCX_3          //  540 REAL_RES_3        <=>
 72 IND2_RP_F_BLK         /  520 IND2_00_3             =  541 INTL_RES_3        <=>
 73 IND_EVBLK             /  521 IND2_01_3             =  542 PC_IND_EVBLK_3      /
 10 ACT                   =  522 IND2_02_3             =  543 INTW_A_3          <=>
502 IND1_MMCX_3          //  523 IND2_03_3             =  544 INTW_B_3          <=>
503 IND1_00_3             =  524 IND2_04_3             =  545 REAL_A_3          <=>
504 IND1_01_3             =  525 IND2_05_3             =  546 REAL_B_3          <=>
505 IND1_02_3             =  526 IND2_06_3             =  547 REAL_C_3          <=>
506 IND1_03_3             =  527 IND2_07_3             =  548 REAL_D_3          <=>
507 IND1_04_3             =  528 IND2_08_3             =  549 REAL_E_3          <=>
508 IND1_05_3             =  529 IND2_09_3             =
```

3.6 Menus

When you enter the Status List Configuration from the System Configuration dialog, a Menu Bar is displayed at the top of the window.



Status List no 3

AI Available Properties

```
 1 ERR                      =    22 MAN_ENTR         =
 2 DISTURB                  =    23 AL_DELAY       <=>
 3 AL_UNACK                 =    25 CHANNEL        <=>
 4 AL_BLK                   =    26 CONV_CAT       <=>
 5 AL_P_BLK                 =    27 CONV_PARAM     <=>
 6 PR_BLK                   =
 7 RP_F_BLK                 =   101 OVERFLOW         =
 8 MAN       (BLOCKED)      =   102 RESOLUTION     <=>
 9 UPDATED                  =   103 FILTER_PARAM   <=>
10 ACT                      =   104 BLOCK_UNACK      /
11 TESTED                   =   105 SCAN_TASK      <=>
13 MV        (VALUE)      <=>   106 SCAN_FACTOR    <=>
14 MV>H2     (VALUE>H2)     =   107 CALC_VAL_AI    <=>
15 MV>H1     (VALUE>H1)     =   108 INTERFACE_AI   <=>
16 MV<L1     (VALUE<L1)     =   100 STATUS_AI        /
17 MV<L2     (VALUE<L2)     =
18 MVH2      (HI_LIM2)    <=>
19 MVH1      (HI_LIM1)    <=>
20 MVL1      (LO_LIM1)    <=>
```

Scope

Node	2
Section 1	2
Class 1	10
Class 2	8
Class 3	6
Section 2	3
Class 1	0
Class 2	0
Class 3	0
Section 3	0
Class 1	0
Class 2	0
Class 3	0

Property Condition

Object Name ???LI
Property 1 MV > 120
Property 2 MVH2 <= 140
Property 3
Property 4

Time & AMPL Controlled List

Active
Start Time (YY-MM-DD HH:MM) 93-03-28 07:00
Stop Time 93-03-30 07:00
Single Time
Cyclic Time (DD HH:MM) 01 00:00

Figure 3-17. Configuration window for primary Status List

The Menu Bar contains three menus: **File**, **Edit** and **Help**.

3.6.1 File Menu

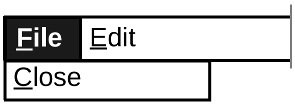


Figure 3-18. Expanded File Menu

The File Menu consists of one entry Close, as appears in the figure above:

Exit from the Status List Configuration window. The Status List Menu is shown.

Exit from Status List Menu. The Status List window is closed and the configuration is finished.

3.6.2 Edit Menu

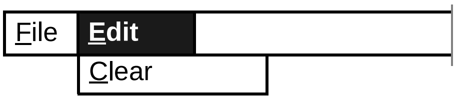


Figure 3-19. Expanded Edit Menu

The Edit Menu consists of the entry Clear.

All the configuration data for the list is deleted. Note that all the configuration data is saved until it is changed or deleted. This applies to all the lists.

When you select **Clear** from the Edit Menu, the question dialog box is displayed in the middle of the configuration window.

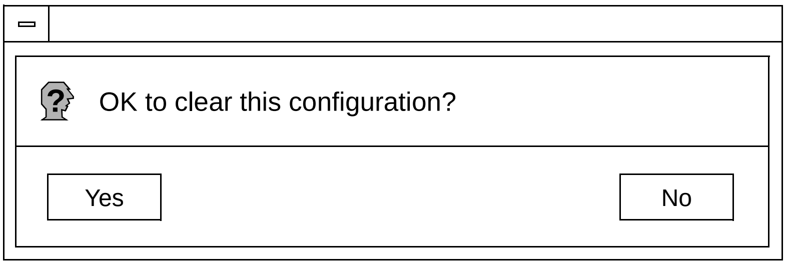

OK to clear this configuration?

Figure 3-20. Question dialog box

Depending on your answer, the configured data is deleted/not deleted.

3.6.3 Help Menu

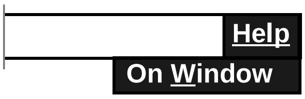


Figure 3-21. Expanded Help Menu

The Help Menu consists of the entry On Window.

Provides general information about the Status List function (see Section 3.5.1.4, Help).

Chapter 4 Runtime Operation

4.1 Operating Overview

The Status List function search for attribute values in process objects through out the whole network. You specify the criteria for inclusion in the list. Each object that fulfills the search conditions appears as one item in the list.

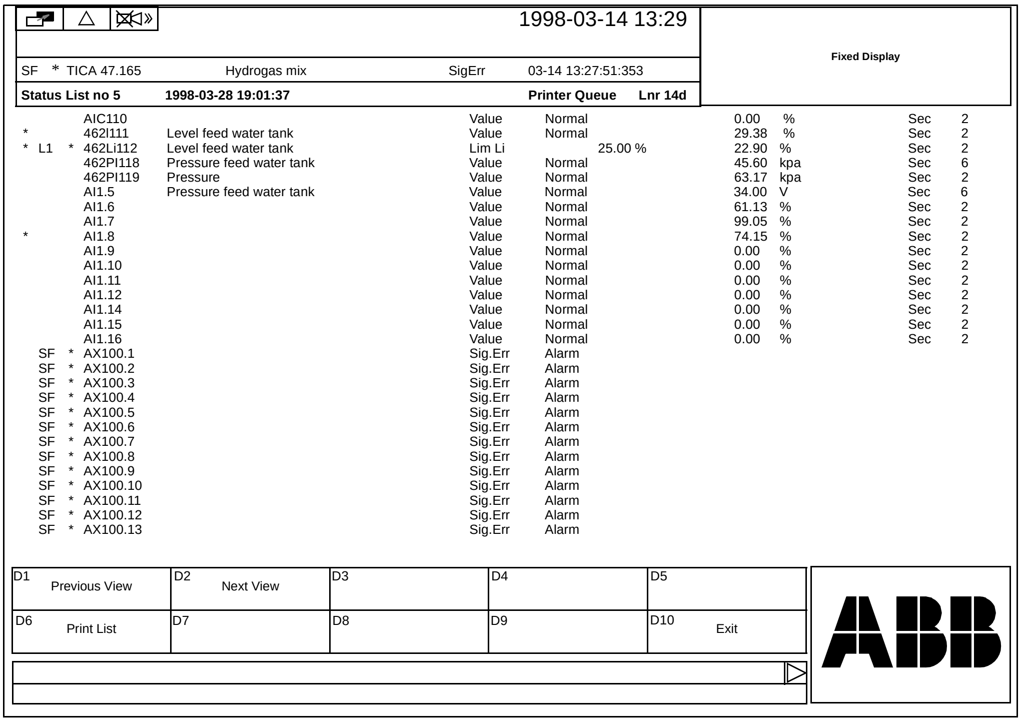
You can output the Status List Presentation either to the screen or to a printer. Printer output can be initiated automatically at specified times, or by AMPL (ABB Master Programming Language) programs in the Process Stations.

4.2 Operating Instructions

4.2.1 Status List Presentation

The search result of a Status List is a list of process objects. There are 50 primary lists, which you can in turn tie to three secondary lists each. The conditions to be satisfied by these objects for inclusion in the list are specified by you through a configuration window/display. Such a condition might be, for example, if the measured value has exceeded the warning limit (MV>H1).

You can display the Status List Presentation on the screen as well as output it to a selected printer. An example of the Status List Presentation's appearance is displayed in Figure 4-1.



```
                                                                    1998-03-14 13:29
SF  * TICA 47.165           Hydrogas mix            SigErr    03-14 13:27:51:353
Status List no 5     1998-03-28 19:01:37                      Printer Queue   Lnr 14d

          AIC110                                   Value     Normal             0.00   %      Sec   2
*         462I111    Level feed water tank         Value     Normal             29.38  %      Sec   2
*  L1  *  462Li112   Level feed water tank         Lim Li             25.00 %   22.90  %      Sec   2
          462PI118   Pressure feed water tank      Value     Normal             45.60  kpa    Sec   6
          462PI119   Pressure                      Value     Normal             63.17  kpa    Sec   2
          AI1.5      Pressure feed water tank      Value     Normal             34.00  V      Sec   6
          AI1.6                                    Value     Normal             61.13  %      Sec   2
          AI1.7                                    Value     Normal             99.05  %      Sec   2
*         AI1.8                                    Value     Normal             74.15  %      Sec   2
          AI1.9                                    Value     Normal             0.00   %      Sec   2
          AI1.10                                   Value     Normal             0.00   %      Sec   2
          AI1.11                                   Value     Normal             0.00   %      Sec   2
          AI1.12                                   Value     Normal             0.00   %      Sec   2
          AI1.14                                   Value     Normal             0.00   %      Sec   2
          AI1.15                                   Value     Normal             0.00   %      Sec   2
          AI1.16                                   Value     Normal             0.00   %      Sec   2
   SF  *  AX100.1                                  Sig.Err   Alarm
   SF  *  AX100.2                                  Sig.Err   Alarm
   SF  *  AX100.3                                  Sig.Err   Alarm
   SF  *  AX100.4                                  Sig.Err   Alarm
   SF  *  AX100.5                                  Sig.Err   Alarm
   SF  *  AX100.6                                  Sig.Err   Alarm
   SF  *  AX100.7                                  Sig.Err   Alarm
   SF  *  AX100.8                                  Sig.Err   Alarm
   SF  *  AX100.9                                  Sig.Err   Alarm
   SF  *  AX100.10                                 Sig.Err   Alarm
   SF  *  AX100.11                                 Sig.Err   Alarm
   SF  *  AX100.12                                 Sig.Err   Alarm
   SF  *  AX100.13                                 Sig.Err   Alarm
```

Figure 4-1. Example of presentation display for status lists with lead text

Each line in the list is divided into nine different fields (see Figure 4-1).

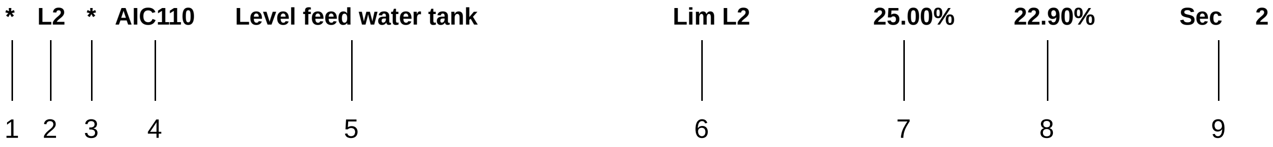


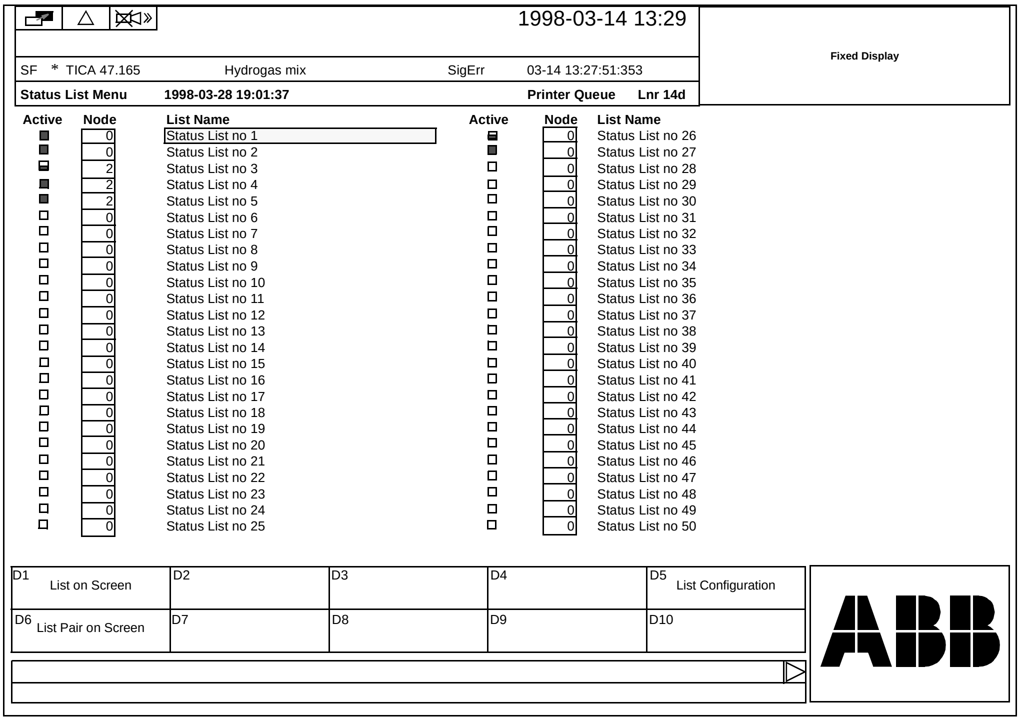
Figure 4-2. Example of the text fields in the status list presentation

1. * = Unacknowledged alarm
2. Upper/lower limit is exceeded or signal error (H1, H2, L2, L1, SF)
3. * = Persistent error
4. Name of the object
5. Description of the object
6. Property text
7. Event text or numeric value+unit (depending on the text combination selected)
8. Numeric value+unit
9. Process section

4.2.2 Status List Menu

Press the the **Status List Menu** key (or select the subitem Status List Menu from the item System Display Keys in the pop-up menu Operation).

A menu for the 50 primary lists is displayed.



1998-03-14 13:29

SF * TICA 47.165 Hydrogas mix SigErr 03-14 13:27:51:353

Status List Menu **1998-03-28 19:01:37** **Printer Queue** **Lnr 14d**

Active	Node	List Name	Active	Node	List Name
■	0	Status List no 1	⬓	0	Status List no 26
■	0	Status List no 2	■	0	Status List no 27
⬓	2	Status List no 3	☐	0	Status List no 28
■	2	Status List no 4	☐	0	Status List no 29
■	2	Status List no 5	☐	0	Status List no 30
☐	0	Status List no 6	☐	0	Status List no 31
☐	0	Status List no 7	☐	0	Status List no 32
☐	0	Status List no 8	☐	0	Status List no 33
☐	0	Status List no 9	☐	0	Status List no 34
☐	0	Status List no 10	☐	0	Status List no 35
☐	0	Status List no 11	☐	0	Status List no 36
☐	0	Status List no 12	☐	0	Status List no 37
☐	0	Status List no 13	☐	0	Status List no 38
☐	0	Status List no 14	☐	0	Status List no 39
☐	0	Status List no 15	☐	0	Status List no 40
☐	0	Status List no 16	☐	0	Status List no 41
☐	0	Status List no 17	☐	0	Status List no 42
☐	0	Status List no 18	☐	0	Status List no 43
☐	0	Status List no 19	☐	0	Status List no 44
☐	0	Status List no 20	☐	0	Status List no 45
☐	0	Status List no 21	☐	0	Status List no 46
☐	0	Status List no 22	☐	0	Status List no 47
☐	0	Status List no 23	☐	0	Status List no 48
☐	0	Status List no 24	☐	0	Status List no 49
☐	0	Status List no 25	☐	0	Status List no 50

Figure 4-3. Status list menu

4.2.2.1 Active List

A symbol - a square - below "Active" in the menu display shows that the list is active. Searches for the specified conditions of the list are performed at regular intervals.

The symbol's appearance:

- **A green, filled square**

  Indicates that the list is active and includes at least one object.

- **A green, half-filled square**

  Indicates that the list is active, but does not include any object which fulfills the search conditions.

- **A yellow, half-filled square**

  Indicates that the list is active, but does not include any object which fulfills the search conditions. A warning condition is set because one or several process or control stations has not delivered an answer within the time out time. This could be caused by heavy load in the controller or communication problems.

- **A green, empty square**

  Indicates that the list is inactive.

4.2.2.2 Node Number

Each Process Station has a unique number, the node number. You determine the Process Station for which the Status List is to be collected.

To change the node number:

1. Select the text field for the desired list's node number.
2. Enter the node number.
3. Store the node number by pressing <SEND> on the operator's keyboard (or press <Enter> on a standard keyboard) or by moving the cursor away from the text field using the arrow keys.

The node number for the primary list is changed.

You can enter a value in the range 0-127. 0 means all nodes in the control network. If you attempt to specify a value which is out of range, the following message is displayed:

The value must be between 0 - 127

If the given value is out of range, the last accepted node number for the actual list is displayed again. Otherwise, if there is no error, the entered value is displayed.

4.2.2.3 Dynamic Function Keys

The keys D1-D10 on the operator's keyboard correspond to the screen buttons, D1 to D10, at the bottom of the screen. Ten of the twelve function keys on a standard keyboard, marked F1 to F10, correspond to the ten keys/screen buttons.

D1 List on Screen	D2	D3	D4	D5 List Configuration
D6 List Pair on Screen	D7	D8	D9	D10

Figure 4-4. Dynamic function keys for the status list menu

List on Screen (1)

The Status List Presentation display of one selected primary list is displayed.

List Configuration (5)

The Status List Configuration display of one selected primary list is displayed.

List Pair on VDU (D6)

The Status List Presentation of “two selected” primary lists is displayed.

Select one primary list in the Status List Menu; the other primary list on the same line is counted as the mate to the one you have selected. For example, list no. 1 and list no. 26 are displayed together, list no. 2 and list no. 27 are displayed together, and so on

NOTE

You can select the list in either the left or the right column in the menu.

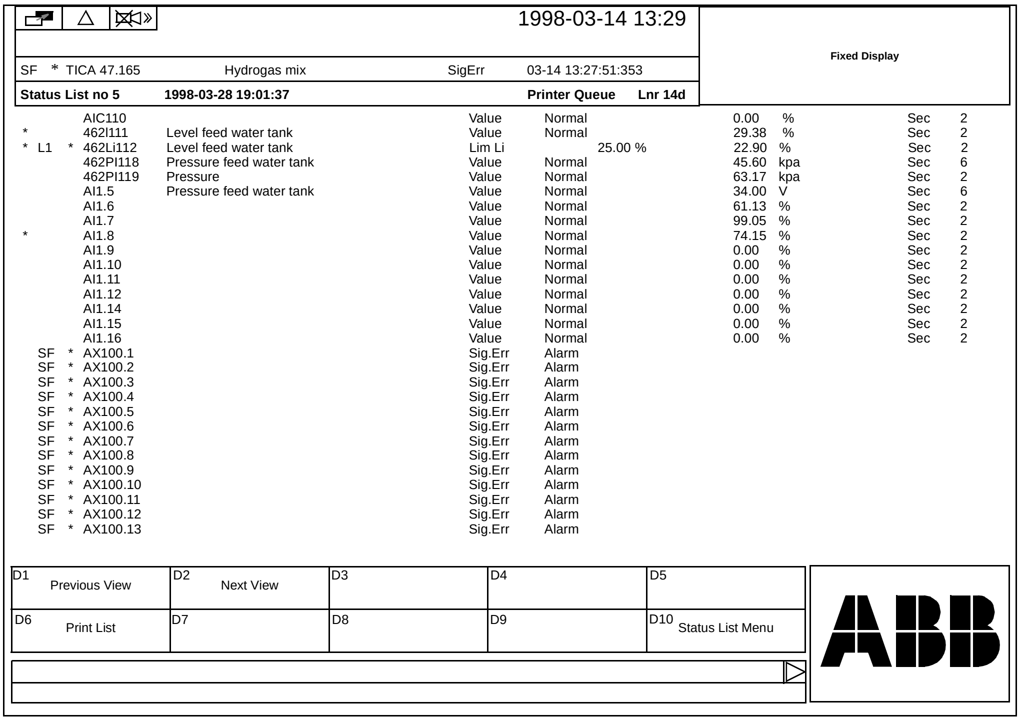
4.2.3 Primary List

Select the desired list name from the Status List Menu. There are two presentation alternatives, one primary list on the screen or two primary lists on the screen.

4.2.3.1 “One-list” Presentation

Press the dynamic function key **D1** (or F1 on a standard keyboard) or click on the screen button D1 (List on Screen) in the status list menu dialog**.**

The following “type of display” appears:



```
                                                                     1998-03-14 13:29
SF  * TICA 47.165            Hydrogas mix                SigErr      03-14 13:27:51:353
Status List no 5      1998-03-28 19:01:37                          Printer Queue   Lnr 14d

           AIC110                                      Value    Normal                0.00   %         Sec   2
*          462I111    Level feed water tank            Value    Normal                29.38  %         Sec   2
* L1   *   462Li112   Level feed water tank            Lim Li             25.00 %     22.90  %         Sec   2
           462PI118   Pressure feed water tank         Value    Normal                45.60  kpa       Sec   6
           462PI119   Pressure                         Value    Normal                63.17  kpa       Sec   2
           AI1.5      Pressure feed water tank         Value    Normal                34.00  V         Sec   6
           AI1.6                                       Value    Normal                61.13  %         Sec   2
           AI1.7                                       Value    Normal                99.05  %         Sec   2
*          AI1.8                                       Value    Normal                74.15  %         Sec   2
           AI1.9                                       Value    Normal                0.00   %         Sec   2
           AI1.10                                      Value    Normal                0.00   %         Sec   2
           AI1.11                                      Value    Normal                0.00   %         Sec   2
           AI1.12                                      Value    Normal                0.00   %         Sec   2
           AI1.14                                      Value    Normal                0.00   %         Sec   2
           AI1.15                                      Value    Normal                0.00   %         Sec   2
           AI1.16                                      Value    Normal                0.00   %         Sec   2
  SF   *   AX100.1                                     Sig.Err  Alarm
  SF   *   AX100.2                                     Sig.Err  Alarm
  SF   *   AX100.3                                     Sig.Err  Alarm
  SF   *   AX100.4                                     Sig.Err  Alarm
  SF   *   AX100.5                                     Sig.Err  Alarm
  SF   *   AX100.6                                     Sig.Err  Alarm
  SF   *   AX100.7                                     Sig.Err  Alarm
  SF   *   AX100.8                                     Sig.Err  Alarm
  SF   *   AX100.9                                     Sig.Err  Alarm
  SF   *   AX100.10                                    Sig.Err  Alarm
  SF   *   AX100.11                                    Sig.Err  Alarm
  SF   *   AX100.12                                    Sig.Err  Alarm
  SF   *   AX100.13                                    Sig.Err  Alarm
```

Figure 4-5. Example of the status list presentation on the screen

If the list contains several “pages,” a scroll bar appears to the right of the list. Use the scroll bar to scroll the visible area of the list. The slider indicates the relative position and size of the visible area of the list. Move the slider directly using the mouse pointer or the dynamic function keys **D1** and **D2** (or F1 and F2 on a standard keyboard) or click on the screen buttons D1 (Previous View) and D2 (Next View). When there are no more objects in the list, the text ‘End of search’ appears in the lower left-hand corner of the list.

4.2.3.2 Dynamic Function Keys

The keys D1-D10 on the operator’s keyboard correspond to the screen buttons, D1 to D10, at the bottom of the screen. Ten of the twelve function keys on a standard keyboard, marked F1 to F10, correspond to the ten keys/screen buttons.

D1 Previous View	D2 Next View	D3	D4	D5
D6 Print List	D7	D8	D9	D10 Status List Menu

Figure 4-6. Dynamic function keys for the status list presentation of one list on the screen

Previous View (1)

Backward “paging” in the list. Press the dynamic function key **D1** (or F1 on a standard keyboard) or click on the screen button D1 (Previous View) to make the previous area of the list visible. When you reach the top of the list, nothing will happen when you press the key.

Next View (D2)

Forward “paging” in the list. Press the dynamic function key **D2** (or F2 on a standard keyboard) or click on the screen button D2 (Next View) to make the next area of the list visible. When you reach the bottom of the list, nothing will happen when you press the key.

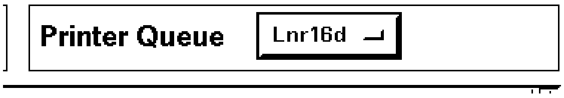
Print List (D6)

Printout of the Status List Presentation. Press the dynamic function key **D6** (or F6 on a standard keyboard) or click on the screen button D6 (Print List) to queue the job request and print the displayed list as soon as the job request is first in the printer queue.

Status List Menu (D10)

Exit from the Status List Presentation. The Status List Menu is shown.

4.2.3.3 List Printout on Printer



Printer Queue Lnr16d

Figure 4-7. Printer queue for the status list presentation of one primary list

Printer Queue specifies the printer queue name to use for printout of the Status List Presentation.

To change the queue name:

1. Press the button **Printer Queue** on the option menu.

   A menu with available queue names is displayed.

2. Move the cursor to the desired queue name and release the button.

   The menu disappears and the selected queue name is shown.

To print out the list on the selected printer, press the **Print List** dynamic function key.

The job request is queued and the displayed list is printed as soon as the job request is first in the printer queue.

NOTE

Manual list request on printer can only be performed from the Status List Presentation display.

```
                                                  1998-02-03 18:30:30     Page 1

Status List no 1
Node 2, AI, HI_LIM >= 300, Section 1 = 2, Class 1_1 = 8, Class 1_2 = 3

*H1*   462LI345.MV         Water level      Hi_lim_1    Alarm    Sec 2
*H1*   425TI120.MV         Pressure         Hi_lim_1    Alarm    Sec 2


Status List no 51
Node 2, PID, MAN = 1, Section 1 = 2


End of search
```

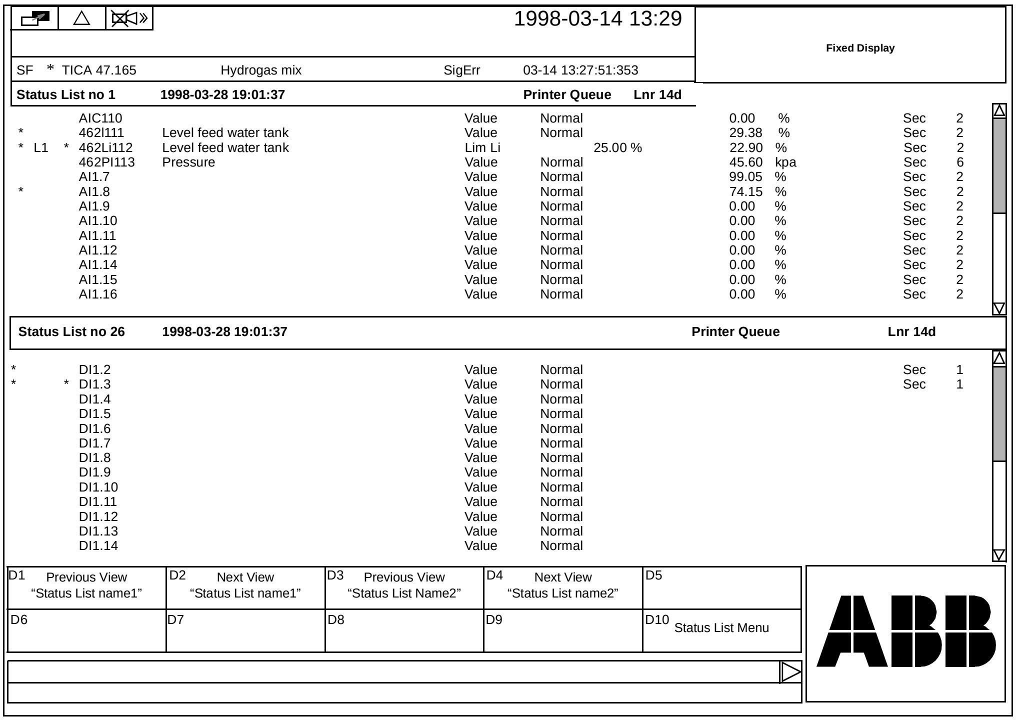
Figure 4-8. Example of a printout of status list presentation with search conditions presented

Printer output of a primary list can also be initiated automatically at specified times, or at predefined events. This is decided during configuration.

4.2.3.4 "Two-lists" Presentation

Press the dynamic function key **D6** (or F6 on a standard keyboard) or click on the screen button D6 (List Pair on Screen) in the status list menu dialog.

The following "display type" appears:



```
                                                      1998-03-14 13:29
SF  * TICA 47.165            Hydrogas mix           SigErr     03-14 13:27:51:353
Status List no 1       1998-03-28 19:01:37                     Printer Queue    Lnr 14d
            AIC110                                  Value      Normal                     0.00   %          Sec    2
 *          462I111    Level feed water tank        Value      Normal                     29.38  %          Sec    2
 *  L1   *  462Li112   Level feed water tank        Lim Li               25.00 %          22.90  %          Sec    2
            462PI113   Pressure                     Value      Normal                     45.60  kpa        Sec    6
            AI1.7                                   Value      Normal                     99.05  %          Sec    2
 *          AI1.8                                   Value      Normal                     74.15  %          Sec    2
            AI1.9                                   Value      Normal                     0.00   %          Sec    2
            AI1.10                                  Value      Normal                     0.00   %          Sec    2
            AI1.11                                  Value      Normal                     0.00   %          Sec    2
            AI1.12                                  Value      Normal                     0.00   %          Sec    2
            AI1.14                                  Value      Normal                     0.00   %          Sec    2
            AI1.15                                  Value      Normal                     0.00   %          Sec    2
            AI1.16                                  Value      Normal                     0.00   %          Sec    2

Status List no 26      1998-03-28 19:01:37                                      Printer Queue        Lnr 14d

*           DI1.2                                   Value      Normal                                       Sec    1
*        *  DI1.3                                   Value      Normal                                       Sec    1
            DI1.4                                   Value      Normal
            DI1.5                                   Value      Normal
            DI1.6                                   Value      Normal
            DI1.7                                   Value      Normal
            DI1.8                                   Value      Normal
            DI1.9                                   Value      Normal
            DI1.10                                  Value      Normal
            DI1.11                                  Value      Normal
            DI1.12                                  Value      Normal
            DI1.13                                  Value      Normal
            DI1.14                                  Value      Normal
```

Fixed Display
D1 Previous View "Status List name1"
D2 Next View "Status List name1"
D3 Previous View "Status List Name2"
D4 Next View "Status List name2"
D5
D6
D7
D8
D9
D10 Status List Menu

Figure 4-9. Example of the status list presentation of two lists at the same time on the screen

If the lists contain several "pages," a scroll bar for each list appears to the right of the lists. Operating, for each of the lists, is done in the same way as for presentation of one list (see Section 4.2.3.1, "One-list" Presentation).

4.2.3.5 Dynamic Function Keys

The keys D1-D10 on the operator’s keyboard correspond to the screen buttons, D1 to D10, at the bottom of the screen. Ten of the twelve function keys on a standard keyboard, marked F1 to F10, correspond to the ten keys/screen buttons.

D1 Previous View “Status List name1”	D2 Next View “Status List name1”	D3 Previous View “Status List Name2”	D4 Next View “Status List name2”	D5
D6 Print List	D7	D8	D9	D10 Status List Menu

Figure 4-10. Dynamic function keys for the status list presentation of two lists on the screen

“Status List name 1” and “Status List name 2” are updated dynamically. The list names are dependent on which primary list pair is selected. “Status List name 1” is the primary list name for the upper list on the display and, consequently, “Status List name 2” is the primary list name for the lower list on the display.

Previous View “Status List name 1” (D1) or
Previous View “Status List name 2” (D3)

Backward “paging” in the list. Press the dynamic function key **D1** or **D3** (or F1 or F3 on a standard keyboard) or click on the screen button D1 (Previous View “Status List name 1”) or D3 (Previous View “Status List name 2”) to make the previous area of the list visible. When you reach the top of the list, nothing will happen when you press the key.

Next View “Status List name 1” (D2) or
Next View “Status List name 2” (D4)

Forward “paging” in the list. Press the dynamic function key **D2** or **D4** (or F2 or F4 on a standard keyboard) or click on the screen button D2 (Next View “Status List name 1”) or D4 (Next View “Status List name 2”) to make the next area of the list visible. When you reach the bottom of the list, nothing will happen when you press the key.

Print List (D6)

Prints the Status List on the printer that is selected in the Printer Queue field.

Status List Menu (D10)

Exit from the Status List Presentation. The Status List Menu is shown.

4.2.4 Secondary List

Secondary lists (a maximum of three for every primary list) can be presented directly only after the primary list is presented.

When you request the presentation of the primary list, the eventual secondary lists are presented automatically.

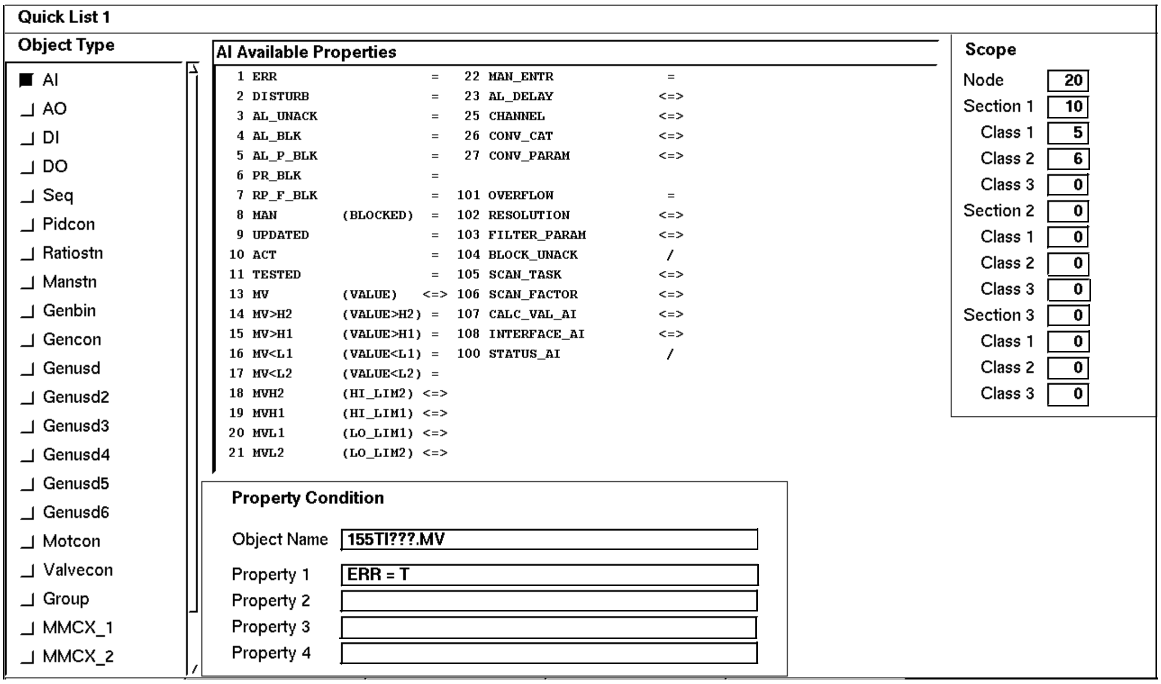
You change the node numbers for the secondary lists using Status List Configuration (see Chapter 1, Introduction). To get the secondary lists to take the same node number as their primary list, they must have the value '-1' as their node number.

4.2.5 Quick List

The Quick List is intended for occasional use, for example during commissioning when you are interested in the status of certain objects. There is one Quick List per screen.

Press the **Status List** key. Press the the **Status List** key (or select the subitem Status List from the item System Display Keys in the pop-up menu Operation)**.**

The Quick List Configuration is displayed.



AI Available Properties

```
 1 ERR                    =    22 MAN_ENTR          =
 2 DISTURB                =    23 AL_DELAY        <=>
 3 AL_UNACK               =    25 CHANNEL         <=>
 4 AL_BLK                 =    26 CONV_CAT        <=>
 5 AL_P_BLK               =    27 CONV_PARAM      <=>
 6 PR_BLK                 =
 7 RP_F_BLK               =   101 OVERFLOW          =
 8 MAN      (BLOCKED)     =   102 RESOLUTION      <=>
 9 UPDATED                =   103 FILTER_PARAM    <=>
10 ACT                    =   104 BLOCK_UNACK       /
11 TESTED                 =   105 SCAN_TASK       <=>
13 MV       (VALUE)     <=>   106 SCAN_FACTOR     <=>
14 MV>H2    (VALUE>H2)    =   107 CALC_VAL_AI     <=>
15 MV>H1    (VALUE>H1)    =   108 INTERFACE_AI    <=>
16 MV<L1    (VALUE<L1)    =   100 STATUS_AI         /
17 MV<L2    (VALUE<L2)    =
18 MVH2     (HI_LIM2)   <=>
19 MVH1     (HI_LIM1)   <=>
20 MVL1     (LO_LIM1)   <=>
21 MVL2     (LO_LIM2)   <=>
```

Scope

Node	20
Section 1	10
Class 1	5
Class 2	6
Class 3	0
Section 2	0
Class 1	0
Class 2	0
Class 3	0
Section 3	0
Class 1	0
Class 2	0
Class 3	0

Property Condition

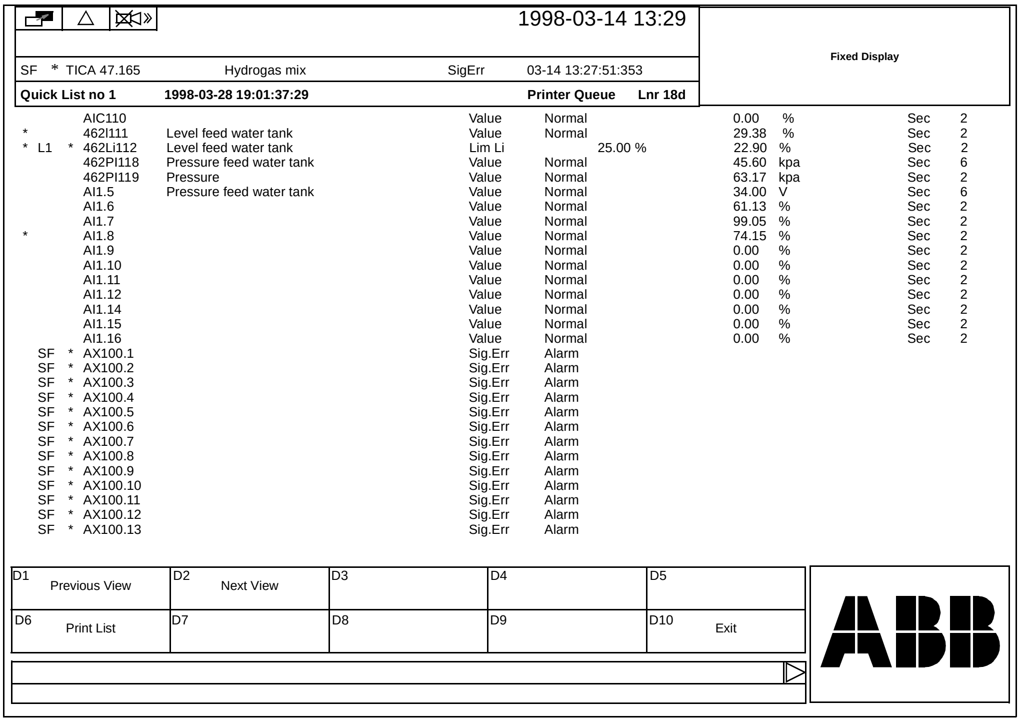
Object Name: 155TI???.MV
Property 1: ERR = T
Property 2:
Property 3:
Property 4:

Figure 4-11. Configuration display for the quick list where AI is activated

For further information on how the configuration is performed, see Chapter 1, Introduction.

Initiate the list after configuration. Press the dynamic function key **D1** (or F1 on a standard keyboard) or click on the screen button D1 (List on Screen) in the status list menu dialog.

The Quick List Presentation display is displayed.



```
                                                                 1998-03-14 13:29

SF  * TICA 47.165          Hydrogas mix                SigErr     03-14 13:27:51:353
Quick List no 1      1998-03-28 19:01:37:29                      Printer Queue   Lnr 18d
            AIC110                                     Value      Normal                   0.00   %          Sec    2
*           462I111    Level feed water tank           Value      Normal                   29.38  %          Sec    2
*  L1    *  462Li112   Level feed water tank           Lim Li              25.00 %         22.90  %          Sec    2
            462PI118   Pressure feed water tank        Value      Normal                   45.60  kpa        Sec    6
            462PI119   Pressure                        Value      Normal                   63.17  kpa        Sec    2
            AI1.5      Pressure feed water tank        Value      Normal                   34.00  V          Sec    6
            AI1.6                                      Value      Normal                   61.13  %          Sec    2
            AI1.7                                      Value      Normal                   99.05  %          Sec    2
*           AI1.8                                      Value      Normal                   74.15  %          Sec    2
            AI1.9                                      Value      Normal                   0.00   %          Sec    2
            AI1.10                                     Value      Normal                   0.00   %          Sec    2
            AI1.11                                     Value      Normal                   0.00   %          Sec    2
            AI1.12                                     Value      Normal                   0.00   %          Sec    2
            AI1.14                                     Value      Normal                   0.00   %          Sec    2
            AI1.15                                     Value      Normal                   0.00   %          Sec    2
            AI1.16                                     Value      Normal                   0.00   %          Sec    2
   SF    *  AX100.1                                    Sig.Err    Alarm
   SF    *  AX100.2                                    Sig.Err    Alarm
   SF    *  AX100.3                                    Sig.Err    Alarm
   SF    *  AX100.4                                    Sig.Err    Alarm
   SF    *  AX100.5                                    Sig.Err    Alarm
   SF    *  AX100.6                                    Sig.Err    Alarm
   SF    *  AX100.7                                    Sig.Err    Alarm
   SF    *  AX100.8                                    Sig.Err    Alarm
   SF    *  AX100.9                                    Sig.Err    Alarm
   SF    *  AX100.10                                   Sig.Err    Alarm
   SF    *  AX100.11                                   Sig.Err    Alarm
   SF    *  AX100.12                                   Sig.Err    Alarm
   SF    *  AX100.13                                   Sig.Err    Alarm
```

Figure 4-12. Example of the quick list presentation on the screen

Operate the Quick List Presentation in the same way as the presentation of the primary lists. The only difference is that, when you press the dynamic function key **D10** (or F10 on a standard keyboard) or click on the screen button D10 (Exit) in the quick list presentation dialog, the Quick List Configuration display is shown (instead of the Status List Menu).

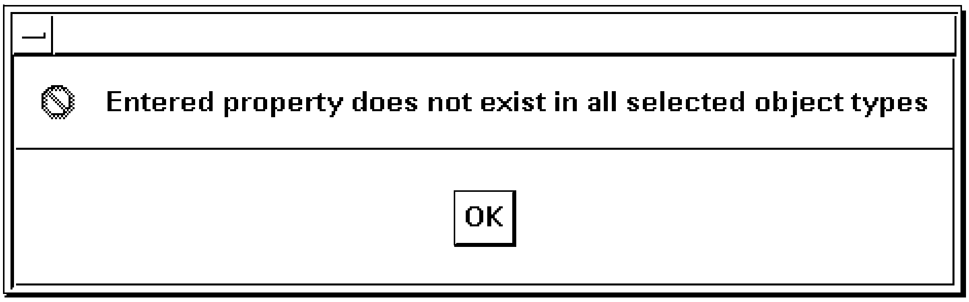
Chapter 5 Maintenance

5.1 Error Messages

You can enter the Status List function in two ways, either from the **System Configuration dialog** (window mode) or by pressing the **Status List Menu** key (display mode) on the operator's keyboard (or select the subitem Status List Menu from the item System Display Keys in the pop-up menu Operation).

To get the Quick List, press the **Status List** key (display mode) on the operator's keyboard (or select the subitem Status List from the item System Display Keys in the pop-up menu Operation).

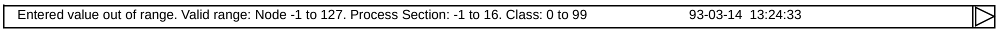
If you have entered the Status List function by the System Configuration dialog, error messages are displayed in the Error dialog box.



Entered property does not exist in all selected object types

Figure 5-1. Error Dialog Box

If you have entered the Status List function by pressing the **Status List Menu** or **Status List** key on the operator's keyboard, the error messages are displayed on the "operator message line" on the screen.



Entered value out of range. Valid range: Node -1 to 127. Process Section: -1 to 16. Class: 0 to 99 93-03-14 13:24:33

Figure 5-2. Operator Message Line

5.1.1 AdvaCommand Status List software error messages

- **Bitmask 2 condition is only allowed once per list**

  Bitmask 2 condition can be used only once per list. Configure a new list.

- **Data base error. Contact system responsible**

  There is a data base error in logical file 95 on the RTA-board. Open a window to the RTA-board. You will see a system message which gives you more information.

- **Entered characters are not allowed**

  Allowed characters are A - Ö, a - ö, 0 - 9, -, . and _.

- **Entered condition operator is not valid**

  You are trying to specify an operator which is not allowed for the specified property. Look at the property list for allowed operator(s) for the specified property, and correct the operator.

- **Entered condition value is not valid**

  You are trying to specify a value which is not allowed for the specified property. Correct the value.

- **Entered condition value is not valid, only 3 decimals are allowed**

  For the data type real, you are allowed to have only three decimals. Correct the value.

- **Entered condition property is not valid**

  You are trying to specify a property which does not exist. Look at the property list for the desired object type, and correct the property name (or the property ID number).

- **Entered data type in condition value is not valid**

  You are trying to specify a data type which is not allowed for the specified property.
  For example for Boolean properties the value 1,0 or T(TRUE),F(FALSE) is allowed.
  For bitmaps, a hexadecimal number is allowed, and so on Correct the value.

- **Entered object type does not contain all specified properties**

  You are trying to select an object type which does not have the specified properties. Configure a new list for the desired object type.

- **Entered property does not exist in all set object types**

  You are trying to specify a property which is not common to the selected object types. Configure a new list.

- **Entered 'Scope' value is not valid. The value must be an integer**

  Only integer values are allowed. Correct the value.

- **Entered value is out of range**

  Valid range:

Node	-1 to 127
Process Section	-1 to 16
Class	0 to 99

  Enter a value within the allowed range.

- **Entered value is out of range. The value must be between 0-127**

  Enter a value within the range 0-127.

- **Maximum number of cyclic lists exceeded, 10 are allowed**

  Ten cyclic lists are allowed.

  Have you configured all the secondary lists for each primary list which is cyclically active? If not, consider that possibility.

- **Maximum size for the list exceeded, 5000 objects are allowed**
- **Maximum size for the upper list exceeded, 2500 objects are allowed**
- **Maximum size for the lower list exceeded, 2500 objects are allowed**
- **Requested list is already selected**

  You are trying to select a list which is already selected. Look at the other screen.

- **Select a list for configuration**

  You must select a primary list before you can get a configuration display. Click on the desired list name and then press the List Configuration key.

- **Select a list for presentation**

  You must select a primary list before you can get a presentation display. Click on the desired list name and then press the List on Screen or List Pair on Screen key.

- **Signal error, API. Contact system responsible**

  Look at the system error messages to get more information.

- **Signal error, RTA. Contact system responsible**

  Open a window to the RTA (Real Time Accelerator) board. You will see system messages which give you more information.

- **Signal error, Status List. Contact system responsible**

  No DCS-Command available. The system is overloaded.

- **Please, answer with Y or N**

  Allowed characters are Y, N, y or n.

- **The entered name is too long, 20 characters are allowed**

  For the list description and the object name, no more than 20 characters are allowed.

- **The time value is not valid. Correct the syntax.**

  Use the “help” above the text field for the string value and correct the string.

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